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# SOLDIERS™

HEROES OF WORLD WAR II

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GENIUS AT PLAY™

# SOLDIERS™

HEROES OF WORLD WAR II

PRIMA Official Game Guide

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# Chapter 1

## Welcome to

# SOLDIERS: HEROES OF WORLD WAR II



**S**oldiers: *Heroes of World War II* requires much more tactical awareness than what you may be used to in other real-time strategy games. Every mission requires you to use a small number of units to accomplish the objectives, and because of this, you'll need to learn how to effectively use your units in seemingly impossible situations. This guide will help you do just that: It will tell you the ins and outs of every vehicle, weapon, and tool, as well as walk you through every single-player mission.

## A Big, Bloody Sandbox

There is no right or wrong way to do things in the game. You have a great deal of freedom in every mission, and often you can find clever ways to get out of dangerous situations. This is one of the most exciting things about the game, and the ability to improvise solutions when the chips seem to be down is a real thrill.

Additionally, the artificial intelligence in the game is impressive. Your enemies rarely act out a predetermined solution when they encounter you, so this adds to the need for fast thinking on your part. While one enemy may run for cover when he spots you approaching, another may stand strong in the face of danger and just toss a grenade at your men.

This general open-endedness is important to remember when reading this guide: Other than a few key instances, your experience will likely change depending on how you go about solving your problems. The walkthroughs provided in the second half of this book show one method of getting through the missions, but they shouldn't be construed as the only method. Part of the fun is finding your own path through the battlefields you'll be visiting.

## Distinguishing Features

One of the game's unique features is the fact that, at any point, you can take total control over any of your units. It's not just a point-and-click game. The direct control mode allows you to take command over any of your units, controlling where they move and where they aim—and you can do both simultaneously. There is a point-and-click interface as well, allowing the units you aren't controlling to provide support fire and execute orders independently. You still have a great deal of control over your units' actions when you aren't in direct control mode, and "Chapter 2: Basic Strategies and Combat Training" takes an in-depth look at the interface and control options.

## Units and Equipment

Your units break down into two basic categories: units and soldiers. All four sides have dozens of tanks and armored-personnel carriers at their disposal, as well as some more general-use vehicles. For an in-depth look at all of the vehicles, see "Chapter 4: Vehicles."

The soldiers are the heart of your army. Not only are they necessary for operating your vehicles, they perform a wide variety of actions on their own. From laying mines to setting fire to buildings to good old-fashioned gunplay, your soldiers are your most valuable asset. They have many tools and weapons available, and "Chapter 5: Weapons and Equipment" covers all of these in detail.

Understanding your tools, weapons, and vehicles will help you come up with solutions when problems present themselves. It will also allow you to know when the oncoming tank is going to be a huge problem, or if its turret is going to pop off like a baseball cap. More importantly, this understanding will let you assess the strengths and weaknesses of your own equipment, and let you know when to fight and when to run for cover.

## Using this Guide

This guide will not only give you some basic combat techniques for surviving the campaigns, it will also outline some basic strategies for any type of combat situation you may face. The first section of the guide will walk you through the basics. In this section, we'll concentrate on general

strategies, as well as all of the items and equipment available. Here's what you'll find in the first section:

- ★ A complete guide to the game's interface, including both standard point-and-click commands and direct control mode.
- ★ Tips for effective inventory management.
- ★ Strategies for different combat situations.
- ★ A complete guide to the training missions, including a few tips you won't learn from the tutorial.
- ★ A detailed look at all the vehicles available for all four countries.
- ★ A guide to all of the weapons—including pistols, rifles, machine guns, submachine guns, heavy weapons, and even melee weapons—as well as strategies for when and where to use them.
- ★ Descriptions of every tool and item available, and ways to get the most out of them.

The second section of this guide is devoted to the four campaigns and the bonus missions. This section covers each country's campaign from start to finish, and will give you a viable strategy for completing them. Remember, though, that part of the fun comes from discovering your own methods. The missions are very open-ended, and only occasionally will you need to follow the instructions to the letter. If you're in a jam, though, consult these guides for a way to get yourself out.

In the next chapter, we'll look at the basics of controlling your soldiers, and how to survive in the battlefield when faced with overwhelming opposition.



## Chapter 2

# Basic Strategies and Combat Training

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It's important to remember that *Soldiers: Heroes of World War II* is not a traditional real-time strategy game. You don't have huge numbers of troops to throw at the enemy, and you can't just overwhelm the enemy with sheer numbers. In fact, it's usually the opposite; you are outnumbered and outgunned in almost every mission. It's a game about using a small number of units wisely and precisely, and in order to do that, you need to understand how to effectively use the commands and options available.

The first half of this chapter covers the various control methods in the game, as well as all of the available actions and commands. The second half shows you ways to put this knowledge to good use in combat, as well as some sneaky tricks and winning strategies for surviving a firefight.

## Controlling Your Troops

There are so many commands you can give your units, and so many ways to give them, that the game may seem daunting at first. But don't fear: Learning everything you need to know won't take much time at all. Remember there are two types of actions: Those you select from the interface and context-sensitive actions. Knowing when to use the former is important, and knowing what the latter actually do is equally so.

This section covers not only these actions, but also the three control modes available.

### The Display

There are two basic displays: One for your soldiers and one for your vehicles. Though they share some common traits, there are some key differences. First, we'll look at the display for soldiers. In the next section, we look at the specific differences that apply when a vehicle is selected.



For soldiers, all of the necessary information is presented along the bottom portion of the screen. We cover it section by section, starting in the lower-left corner, which is marked by a portrait of the selected unit.



## Inventory

To the left of the portrait is the soldier's backpack. Clicking on this icon allows you to quickly access the soldier's inventory, important for when you need to quickly equip him with a non-weapon item or drop something on the ground to make room for a more powerful weapon.



Your soldier can only hold a limited amount of equipment. His capacity is limited to what fits in his backpack, in addition to whatever weapons or equipment he is holding or wearing. Check your soldier's inventory on occasion to make sure the space is being used efficiently. You never know when you can make room for another grenade, or even a second gun, just by rearranging the items he's carrying.

Under the backpack is a number indicating how much weight your soldier currently carries. Weight can have a significant impact on your soldier's performance in the field, because carrying too much equipment negatively affects his stamina expenditure. See the next section for more details on stamina.

**TIP**

You can quickly access the inventory screen by pressing **[I]**.



## Health and Stamina

A soldier's health and stamina meters are displayed to the right of the portrait. These are very important, the first for obvious reasons. Because you have a limited number of units, it's vital that you keep a close eye on each one's health. Most missions can be very challenging even with all your units alive and intact, but if you lose one or two, some missions can be downright difficult.



In addition to the health meter on the bottom of the screen, you will also see your soldier's health status when he takes damage. A small bar appears below his head when he takes damage, which shows how much health he has left, indicated by how much of the bar is full, and is color-coded to emphasize his current state. Green means healthy, yellow means hurt, and red means nearly dead.

Health can be restored by using bandages, or by finding a safe spot and resting.



### NOTE

A soldier can replenish his health by using bandages. If your soldier is carrying bandages, a small red cross appears next to the portrait, along with a numeral indicating the number of bandages he has. Just click on this cross to use a bandage.

A soldier's stamina meter is almost as important as his health. The stamina meter shows you a soldier's current stamina level, which is primarily affected by his movements. The amount of the stamina meter filled with blue indicates how much stamina your soldier has left.

As your soldiers move, they use up their stamina. How much stamina they use is determined by how much weight they are carrying and the manner in which they move. Running uses the most stamina, and crawling uses the least.

### CAUTION

Running while carrying too much equipment will quickly deplete your stamina reserves.



Stamina has two primary effects. Most obviously, if your soldier is tired, he won't be able to run at all. More importantly, though, a soldier's stamina affects how accurate he is with his weapon. A tired soldier can't shoot straight, and an extremely tired soldier will have a great deal of trouble hitting the enemy at all. For this reason, it is very important that you keep a close watch on your soldiers' stamina levels. Don't let them get too tired, or you'll see the health meter go down to match the stamina meter!



To regain stamina, move your soldier to a safe spot and let him rest for a moment. Stamina replenishes itself quickly, so it won't be long before he'll be rested and ready to jump back into the action.

## Weapons



The bottom center of the screen shows your selected soldier's weapons. Two weapons are displayed by default. On the left is your soldier's gun, and on the right is a grenade. If you have manually equipped him with another item, such as a mine detector, that is displayed here in place of a weapon. To manually equip an item, enter your inventory and drag that item into your soldier's hand.

To ready a weapon, just double-click on its image. To switch from one gun to another, click on the image and hold it down. This opens a menu of all your soldier's available guns. Click the gun you wish to use, and your soldier switches to that weapon.

**TIP**

You can quickly open the menu of available primary weapons by pressing Q.

This same process is used for grenades. Simply double click on the grenade to ready it, or click and hold to select another grenade from your inventory.

**NOTE**

Switching weapons takes a moment, especially if the weapon isn't loaded. Don't switch weapons in the heat of battle unless you absolutely need to.

If you've activated direct fire or direct control mode, you can quickly switch weapons by pressing the right-mouse button. Direct control and direct fire are discussed in more detail later in this chapter.

## Weapon Control and Stances



The bottom-left corner of the screen contains almost all of your primary actions. Here you can give commands, choose your soldiers' stances and behaviors, and see your mission objectives and a small map of the mission area.

Icons representing a holster and an ammo clip are in the far left of this area. Clicking the holster readies his primary weapon, while clicking the ammo clip reloads that weapon.

Below these icons are the stance controls. There are three of these, one for each possible position. Click the prone image to command your soldier to go prone, click the kneeling

image to command him to kneel, and click the standing image to command him to stand upright. Alternately, you can quickly switch between the standing and prone positions by pressing **[Spacebar]**.

A soldier's stance has a serious impact on the accuracy of his shots. Firing from the prone position is the most accurate, while firing from the standing position is the least accurate. Whenever feasible, have your soldier assume the prone position during combat. If this cannot be done from cover, however, you should opt for less accuracy from a covered position; accuracy won't be much of an issue if your soldier is killed.

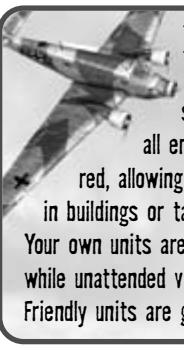
## Information



Before we get to the cluster of buttons in the center of this area, let's first look at the map and notebook located just above the buttons on the far right of the screen.

Clicking on the notebook displays your mission objectives. You can also quickly access this information by pressing **[O]**. Clicking on the map icon opens a small map, showing the mission area, targets, and enemy locations. You can also access the map by pressing **[M]**.

### NOTE



The map is a very useful strategic tool. It shows you all enemies in the area, marked in red, allowing you to see enemies hiding in buildings or taking cover behind objects. Your own units are marked with light blue, while unattended vehicles are shown as yellow. Friendly units are green.

## Actions and Behaviors

Now it's time to look at the three rows of buttons in the bottom-right corner of the screen. These are the most important interface options you have, allowing you to give your soldier the most important commands and determine his behavior in the field. We'll look at them row by row, from left to right. First, we'll start with the five smaller buttons at the top, which control your selected unit's behavior.

**Hold Fire:** This is the first of three options for determining the aggressiveness level of your soldier or vehicle (when armed). When a unit is commanded to hold its fire, it will not shoot no matter what occurs—not even if fired upon. This is primarily useful for stealth missions and setting up ambushes.

**Fire at Will:** When set to fire at will, your unit attacks any unit that is visible and within range. Fire at will mode is ideal for large battles, so you don't have to micromanage your units' attack behavior. However, it can be problematic when attempting to remain somewhat stealthy. If you are attempting to remain unseen, be very sure your unit's firing behavior is *not* set to fire at will.

**Return Fire:** In this mode, your units will fire at any unit that fires at them. This allows you to manage threats more efficiently as your troops attack only those that pose an immediate threat. It also helps to prevent hidden units from becoming sitting ducks if they are spotted and you don't notice.

**Hold Position:** As with hold fire mode, hold position tells your soldier or vehicle to not move, no matter what occurs. Foot soldiers move out of the blast range of grenades in this mode, but otherwise they will stand completely still, even if fired upon. Like hold fire, this is best for ambushes and maintaining a stealthy presence. Units still move if you give them

a direct command, and hold the next position they are sent to, as long as you don't change their mode.

**CAUTION**

Your units are very good at following orders. If you've set a unit to hold its position, it stays there, even if fired upon.



**Move at Will:** This gives your units free reign to move as needed. They'll seek cover when needed and actively pursue targets. They can take good care of themselves, but you need to watch them carefully so they don't pursue an enemy into a more dangerous situation.

Below the behavior buttons are the action buttons. There are nine actions available to your soldier, as well as some that are context sensitive (the latter is discussed in the next section of this chapter, "General Control").

**Attack:** Clicking the attack command changes the cursor to a crosshair, and tells your unit to attack the target you select. Using this command is unnecessary for most targets, as the context-sensitive cursor automatically changes to a crosshair when moved over an enemy target. It is useful, however, when you attack a non-hostile target, such as a building. The hotkey for this command is **[A]**.



**Emit Crew:** This command causes the crew of a vehicle to evacuate to a point you designate. It is a vital command if one of your vehicles is on fire, or if you see a bazooka-wielding enemy approaching and you have no time to take him out. This command is only available to vehicles. Hotkey: **[E]**.

**CAUTION**

If a vehicle is on fire, tell the crew to evacuate to a position away from the fire. A blazing vehicle soon explodes, so get your men clear of the blast radius before it blows.



**Examine:** Examine tells a soldier to look inside a container or a vehicle, or to search a fallen enemy. Use it for finding items in crates, transferring items from a vehicle's inventory, or scavenging ammunition and equipment from opponents' bodies. It is only available to soldiers. Hotkey: **[X]**.

**Rotate:** Available to soldiers and vehicles, the rotate command tells them which way to face, without requiring them to move. Useful for setting up ambushes and making sure your troops are ready to fire before the enemy arrives. Hotkey: **[R]**.

**Melee:** The melee command is only available to soldiers, and is used to silently attack enemies without wasting any melee weapons or equipment. You must be very close to an enemy to melee him, so use it as a last resort. Hotkey: **F**.

**Drop:** Drop tells a soldier to put down the item he is currently carrying. The cursor changes to an arrow, and clicking on the ground tells the soldier to drop the item there. Clicking on a vehicle, however, tells the soldier to place that item in the vehicle's inventory, if there's room. There are two hotkeys for drop: **D** brings up the standard drop cursor, and pressing **/** on the number pad commands the unit to drop an item right where he is standing. The latter command does not work from the standard keyboard, only from the number pad.

**Use:** With some equipment—like mine detectors, mines, and dynamite—you must tell your soldier to use it, and where. When use is selected, the cursor changes to a circular icon, and clicking on a location tells the soldier to use the equipped item in the selected location. Hotkey: **U**.

**Follow:** Commanding a unit to follow another unit, is a more precise manner of having them travel together. Band-selecting units and then clicking on a destination often causes them to get in each other's way and travel at different speeds. Telling your units to follow the slowest unit keeps them moving in a more orderly fashion. Hotkey: **J**.

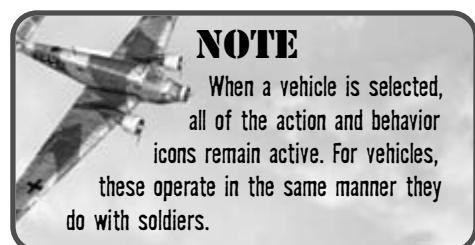


**Cancel:** Clicking cancel stops the currently selected unit from acting out his current orders.

### The Vehicle Display



For the most part, the vehicle display is similar to the soldier display, and the corresponding information is in the same location. There are two distinctions, however: The portrait has been replaced by a schematic, and you are shown crew information in the top-left corner of the screen.



#### NOTE

When a vehicle is selected, all of the action and behavior icons remain active. For vehicles, these operate in the same manner they do with soldiers.

## Inventory



As with the soldier, the icon in the bottom-left corner opens the vehicle's inventory. In this case, the icon is a box. Vehicles often contain useful tools, like repair kits or mine detectors. A vehicle's inventory also contains all the ammunition for that vehicle. Check your vehicles' inventories at the beginning of each mission to see what's inside. You can also access a vehicle's inventory by pressing **I**.

**TIP**

If a vehicle is running low on ammunition, you can use a soldier to transfer ammunition from one vehicle to another. Do this with disabled enemy vehicles to make sure you don't run out of cannon shells in the middle of combat!



## Damage and Fuel



Next to the inventory box is a schematic of the currently selected vehicle. Next to this schematic is information about the vehicle: fuel level, name, and active weapon. The schematic itself shows any damage the vehicle has taken. Red areas have been damaged, and gray areas have been destroyed. For instance, a tank may have a red turret; this means the vehicle won't be able to move its turret until it is repaired. If the turret is gray, it can't be repaired at all, as it has likely been removed completely. Vehicles can be repaired by soldiers carrying repair kits. For more on repairing vehicles, see "Chapter 3: Training Mission."

The fuel level is also an important bit of information. A vehicle that runs out of fuel won't be able to move, so make sure you fill up when the opportunity presents itself. Fuelling a vehicle requires a soldier with a fuel barrel or a fuel can. See "Chapter 3: Training Missions" for specific instruction on refueling.

## Weapons



Next to the schematic is the weapons display, running along the bottom center of the screen. If a vehicle has a cannon, it is listed on the far left, with the machine gun to the right. If a vehicle has only a machine gun, it is displayed on the far left. If a vehicle has no weapons, this area is empty.

To activate a weapon, double click on it. In direct control or direct fire mode, you can also switch the weapon by pressing the right-mouse button.



Cannons often have two types of shells that can be loaded. If so, click and hold on the shell. A menu appears with the available shells, and you can select the type you want to load.

## Crew



When a vehicle is selected, the crew information is displayed in the upper-left corner of the screen. This shows you both the number of crew members required to operate the vehicle efficiently and the number of passengers the vehicle can carry. It also shows you whether those positions are filled.

There are four types of crew members: driver, gunner, commander, and loader. The driver is the person who actually controls the vehicle, while the gunner is the person who operates its weapons. A loader is there to load cannons, and the commander is there to oversee the whole operation. Not all vehicles require all crew members.

Vehicles operate more efficiently when all crew member positions are filled. When a role isn't filled, another crew member must move into that position to perform the duty when it's needed. If you are attempting to fire on the enemy with a tank that only has a driver, the driver must move to the gunner position. This happens automatically, but it takes time. It is most noticeable when a vehicle only has a single crew member. When this is the situation, a vehicle cannot move and fire at the same time.



When a crew position is filled, a portrait of the soldier appears in the circle. To remove that individual soldier, simply click on his portrait. To remove all soldiers, select the *Emit Crew* action and then select the location to which you want the crew to evacuate, as covered in the preceding section.

## General Controls

There are two methods with which to control your units: general control and direct control. The first method allows you to use simple point-and-click commands to issue orders to units, which they follow based on the behaviors you have set for them. With direct control, covered in the next section, you have precise control over everything a unit does. There is also a hybrid mode, direct fire, which combines some elements of both.

## Grouping and Selecting

To select a unit, just click on that unit. To select multiple units, click the left-mouse button, hold it, and drag a box over all of the units to whom you want to issue orders. To deselect a unit or group of units, right click anywhere.



When you have a group of units selected, you can assign them to a group. With the units selected, press **Ctrl** and any number key between **1** and **9** to assign a number. To select that group again, press that number key. You can also assign number keys to individual units using the same method. This is very helpful in the heat of battle. Alternately, you can use **<** and **>** to cycle through your units.

## Point-and-Click

General control is primarily accomplished with the mouse. To move, just select the destination and click. To attack, move the cursor over the target and click. It's very intuitive and easy. There are also some context-sensitive commands that are only available in certain conditions and situations:

**Board Vehicle:** When a soldier is selected, and you move the cursor over a vehicle, the cursor may turn into a downward-pointing arrow. This means there is room in or on the vehicle for the soldier. Clicking the left-mouse button orders the soldier to board that vehicle. This cursor is also used for mounted-machine guns and cannons.



**Climb:** Your soldier climbs over some fences and walls. When the cursor is moved onto one of these objects, it changes to an orange arrow. Just click on the wall or fence to order your soldier to climb it.

**Disarm Mine:** Any mine that is known about—either because you detected it or because you placed it—can be disarmed. Disarming is a context-sensitive action, and is automatically assigned for any live mine.

**Light Fire:** When your soldier has a matchbox in his hands, the cursor changes to a flame on any flammable surface. Click the left-mouse button on this surface to start a fire.



**Pick Up:** When an item is lying on the ground, your soldier can pick it up. When the cursor moves over an item, it turns into a hand. You can view all dropped objects on the screen by pressing **Tab**.

**Refuel:** A soldier carrying a full fuel can or fuel barrel can refuel a vehicle. Just move the mouse over the vehicle and it changes to a funnel. Click to refuel. If the barrel or can is empty, the cursor changes to a drop of gasoline. Clicking at this point siphons gas from the vehicle.

**Repair:** If a selected soldier is carrying a repair kit and the cursor is moved over a damaged vehicle, the cursor changes to a pair of gears. Simply click on the vehicle to repair it.



**Take Cover:** There are several different context commands for taking cover. These appear when you select a destination for your soldier where cover is available. The cursor represents what type of cover you will find, and what stance your soldier needs to be in to take advantage of the cover. Note that your soldier *automatically* assumes the necessary position when he arrives, so there is no need to worry about setting his stance. If cover is available at his destination, he takes advantage of it.



The most important thing to note about the cover cursor is that it also gives you important information about the nature of the cover itself. An arrow on one side of the cursor means that the soldier can fire around the object indicated. If there are arrows on both sides, he can fire around either side.

The cursor also shows you from what direction the soldier is covered. If it's a straight line, he is protected from the indicated side. If it's a circle, he is hidden from all sides, though this is usually only applicable when hiding in foliage.

### Direct Control

At any point, you can take complete control of a character. To enter into direct control mode for a vehicle or soldier, press **End**.



Direct control allows you to control your unit's movements and aiming. These are accomplished independently. Movement is performed with the arrow keys. **↑** moves a soldier or vehicle forward. **↓** moves the unit back. **→** moves the unit to the right, and **←** moves the unit left.

You can aim independently of your movements with the mouse. In direct control mode, the mouse is always a crosshair. Just point and click on your target to fire. With turreted vehicles, you must wait for the turret to move into position before firing. In vehicles without rotating weapons, you are able to fire forward.



Direct control gives you a great amount of freedom and precision in combat situations, allowing you to move and fire simultaneously. Using it effectively can make your soldiers much more efficient warriors. In most situations, however, you want to stick with general control, because of the wider variety of actions and options available.

To return to general control from direct control mode, press **[End]**.

## Direct Fire

If you want the precision firing of direct control for a brief moment, simply press and hold **[Ctrl]** to enter direct fire mode, during which you have complete control over the selected unit's attacks.



When in direct fire mode, the cursor becomes a crosshair. Just point and click the left-mouse button on the intended target. You can switch between your primary and secondary weapons by clicking the right-mouse button. Note that when in direct fire mode, your unit automatically stops. To resume moving, release **[Ctrl]** and click on a destination.

**TIP**

Direct fire is the most versatile of the three modes, and should be used whenever possible. Every unit is more accurate when you are controlling the shots, so during combat situations you should be controlling the unit with the best line of sight.



## Combat Training

When it comes right down to it, your primary goal in every mission is to eliminate the enemy. Though you'll usually be doing this to clear the way toward some larger goal, the fact remains that in every mission, combat will be a constant. In this section we'll look at fighting in all its forms. From basic combat concepts, like how to know if you're going to hit your target, to some battle-tested tips and strategies. This section shows you how to survive in the field by ensuring your enemies don't.



## Combat Basics

In direct fire or direct control modes, the cursor changes to a target. This target not only acts as a means of aiming, it also gives you important information about the shot you're about to take.

The target itself is made up of three basic elements. One is the crosshair itself, which shows you where exactly you are trying to shoot or throw. Placing the crosshair over an enemy, building, or vehicle causes your unit to turn and aim at that particular location.



That doesn't mean you'll hit that location, however. There are two other important things to note.

### The Target Indicator

The first thing to note is the colored dot, usually located at the center of the crosshair. This is the targeting indicator and shows you where, approximately, your bullet or grenade will hit when fired or thrown. When the dot is in the center of the crosshair, this means you have a clear line of sight to your target.

When the indicator is not at the center of your target, however, this means you do not have a clear line of sight. This is usually caused by an obstruction between you and your target, and you can see exactly what is obstructing your view by finding where the

dot actually is. For grenades, it can often be a doorway or building. In the case of firearms, it can be something as simple as a small hill or a tree.



Watching this dot can give you important clues about your position relative to the enemy. If you're trying to shoot an opponent through a doorway, and the dot is on the wall despite your having the target on the enemy, you most likely won't hit when you fire. You may still get lucky: bullets aren't one-hundred percent accurate and will occasionally hit a blocked target. In general, however, firing without a clear line of sight only gives away your position.

Likewise, the targeting indicator also gives you information about your elevation that isn't otherwise obvious. A small hill may make it impossible for you to hit an enemy on the other side. Again, however, knowing this is important because this indicates the enemy cannot hit you either, and you may have an opportunity to throw a grenade in order to drive the enemy into range.

Another thing to note about the indicator dot is that it comes in two varieties. The first is a big, yellow dot. This means that



you are aiming at an actual target, whether it's a soldier or a vehicle. A smaller, blue dot indicates that you are hitting the ground or another environmental object. A red dot indicates you cannot fire at the moment, either because you are out of ammunition or the weapon is being reloaded.

**NOTE**  
The targeting indicator is "smart," and briefly stays on a target even if it is moving away from your crosshair. It also locks to the nearest target within a limited range of the crosshair. You can toggle this "auto-aim" on by pressing **Shift + A**.

## Range Meter

The second piece of information given by the targeting cursor is the range to your target, located next to the indicator. This small number shows exactly how far away you are from the target you are aiming at.

The range meter lets you know whether you are going to hit your target, and from this distance, you can estimate how much damage you'll do. The range meter shows



you the exact distance in meters to your current target. If you have auto-aiming turned on, the targeting indicator stays with your target, so long as you adjust your aiming, and the displayed range increases or decreases depending on whether the target is moving toward you or away from you.

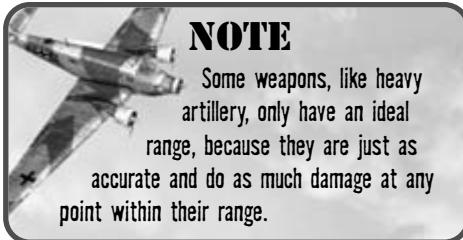
The most important element of the range meter, however, is not the number itself, but the color of the number.



A green range meter indicates that your target is within ideal range. This means that you have a good chance of hitting, and that you will hit for maximum damage if you do. When left to their own devices, your units only fire at enemies within their ideal range. While this can be problematic, especially in very heavy combat situations, it is for the best, because they'll save ammunition and are more likely to hit their targets.



A yellow number means your target is outside of the ideal range, but still within the maximum range. Things get trickier here. A bullet traveling outside of its maximum range, because of its decreasing velocity, hits the target with less force and, therefore, does less damage. A yellow range meter also means you have a slighter chance of hitting your target. Guns aren't one-hundred percent accurate, and their tendency to "spread" makes the trajectory of a bullet veer farther and farther from a target the more distant it is from the point of origin.



Finally, if the range meter is red, the target is outside the maximum range for that weapon. Not only will you have no chance of hitting, you won't even be able to fire the weapon. You can still acquire your target with the crosshair, however, which is useful when you want to take a shot as soon as the opponent moves within range. This can be very useful when you want to disable incoming tanks at the very first opportunity, or when you simply want to take down a patrolling guard before he notices you.

**NOTE**

The maximum range varies between different types of weapons, from short-range pistols to long-range sniper rifles. See "Chapter 5: Weapons and Equipment" for the exact ranges for all the available weapons.

items are covered in greater detail in "Chapter 5: Weapons and Equipment," but here are some general points to keep in mind.



Use the correct weapon for the range. Experimenting with the weapons helps you understand which type is best at long and short distances. For instance, machine guns aren't as accurate as sniper rifles. When firing a machine gun outside of its ideal range, your chances of hitting are slimmer than with a sniper rifle.

Of course, this is balanced by the fact that, with a machine gun, you can fire many more shots in the same amount of time, as rifles take longer to ready after a shot. This makes rifles a bad choice for close combat, because a single miss means your soldier ends up dead or very wounded, while a machine gun at close range devastates an opponent, often tearing him to shreds before he can even get a single shot. Pistols are also great weapons at close range, but they have very little range at all, making them only suited to very close combat.

## Combat Strategies

In general, combat is fairly straightforward. You shoot at them and they shoot at you. But there are many tricks you can use to be sure the enemies' soldiers are the first to fall and their tanks are the first to blow.



## Know Your Equipment

Understanding the tools and weapons, along with their various strengths and weaknesses, makes you a much better commander. These

**TIP**

For hitting opponents at long range, always use a rifle. They not only have longer effective ranges, they're also more accurate.



Also remember to frequently check your ammunition levels in the weapon and in your inventory. There is nothing worse than running out of bullets while firing at an enemy in your face. After a major battle, hit **I** to look at the amount of reserve ammunition your soldier is carrying. If he's running low, find more or find another weapon.

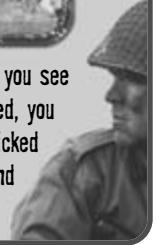
Enemies are your best source for ammunition and equipment. Fallen soldiers often have large reserves of ammunition, and they usually drop their weapons close to where they fall. To search a body, move the cursor over the body and left click. This opens a screen allowing you to transfer items from the body. Move items by dragging them to your inventory with your mouse, or click the icon with the double arrow to move everything to your inventory.



If the soldier was carrying a weapon when he died, it won't be in his inventory. Instead, it will be on the ground near his body. To find weapons on the ground, press **Tab**. Any items you can pick up will be highlighted in red. Move the mouse over the item you want and, when the cursor changes to a grasping hand, left click to pick it up.

**TIP**

When you press **Tab** not only do you see all the guns that have been dropped, you also see everything that can be picked up—fuel barrels, helmets, boxes, and even animals.



Your soldiers automatically reload their weapons if they're empty. However, you should still concern yourself with the amount of ammunition in their weapons. A soldier with only one or two bullets in his machine gun won't reload that gun until he's fired them. If you aren't paying attention, he runs into

combat, fires a single shot, and is forced to reload while exposed, alerting the enemy to his position.

For this reason, always order your soldiers to reload whenever there's a lull in the fighting. To reload, press the ammo clip icon on the bottom panel. Starting a fight with a full clip gives you an advantage.



Likewise, be aware of your vehicle's ammunition. In most cases you won't run out of ammunition for your vehicle's machine guns, but you'll likely run out of ammunition for your vehicle's cannon, especially in missions with a great deal of vehicle combat. As with soldiers, you can restock shells by taking them from vehicles you've disabled. To move equipment from one vehicle to another, you must select a soldier, then examine the vehicle from which you want to pilfer goods (press **X** or click the examine button).



Moving shells is more complicated than simply looting a body because your soldiers can't carry many shells. To load them in your tank, examine the tank and place the items into its cargo hold (for more on loading shells into tanks, see "Chapter 3: Training Missions").

Not all shells will work in all cannons—even those that look the same. Check the caliber of the shell before stealing it, or simply put it in your cargo hold. If it stacks with your current shells, your tanks can use it.

**TIP**

When in direct fire or direct control mode, you can switch back and forth between primary and secondary weapons by right clicking. With tanks, this allows you to rapidly switch to the machine gun while the cannon loads another shell. You should always switch back and forth with cannons by firing a shell at enemy vehicles, switching to your guns to fire at infantry until the next shell loads, and then switching back to your cannon to fire another shell.



### Know Your Environment

You can only attack enemies if you can see them. Their tendency to run for cover means that if you haven't been watching closely, you may not know where those shots are coming from. Because of this, you should always check your map. Your map shows where all enemies in the vicinity are located, and will make it easy to spot potential problems, such as snipers lurking in builds. Your map will help you stay aware of your surroundings, and not be surprised when a bullet flies out of the nearby shrubs.

Another way to stay sharp is by paying attention to the sounds around you. Occasionally, it will be obvious that you've been spotted because you'll hear the enemy say something to their comrades. Other times it will be less apparent, and knowing how to recognize the tell-tale signs that you're about to be attacked can give you enough reaction time to save the soldier.



Listen for vehicle sounds. A vehicle may be patrolling or it may be coming after you, but either way you'll be able to hear it before you can see it. You can hear the sound of its engine running, depending on its volume. This can help you determine how close it is, and whether it's approaching or retreating. Additionally, with nearby tanks, you can hear the sound of a turret rotating. While this doesn't always let you know it's getting ready to fire (enemy tanks

will often move their turret as if scanning), it does let you know there's a tank nearby.



More important, though, is the sound of a weapon being loaded. When alerted to your presence, enemy soldiers immediately ready their weapons. This lets you know you've been seen and tells you how many enemies are preparing to attack you. The sound of several weapons loading usually means that you'd better find somewhere to hide.

#### TIP

If you hear the enemy loading his weapon, it means you're about to be attacked.



### Combat with Enemy Soldiers



When engaged with the enemy's infantry, there are a few important things to remember.

Head shots do more damage than body shots. This doesn't mean you should always aim for the head. The targeting indicator shows you a range in which your shot is likely to land; notice that it's generally larger than an opponent's head. This means that at long range, the likelihood of hitting a target in the noggin with anything less than a sniper rifle isn't good.



Enemy opponents usually put their own safety ahead of their aggressive tendencies. You can use this to your distinct advantage. Firing shots at enemies, even when there is little chance you'll hit them, often causes them to drop prone or run for safety, giving you a brief window of time to move into a better position or find cover. A barrage of shots from a machine gun can cause whole groups of enemy soldiers to hit the ground, making them easy targets for a tank cannon or a grenade.

Finally, grenades are generally less effective against soldiers than gunfire. Soldiers run from grenades, so unless they are stuck indoors or in a trench, they'll usually run away before it detonates. You can prevent this by "cooking" your grenades, allowing you to



hold the grenade before throwing it, making sure the target doesn't have time to run. To cook a grenade, hold down the left-mouse button before throwing. A timer appears indicating the time until detonation. Give yourself enough time to actually throw the grenade. (For more on cooking grenades, see "Chapter 5: Weapons and Equipment".)



When fighting infantry with vehicles, use the machine gun when possible. It conserves precious cannon ammunition. Explosive shells do a great deal of damage to enemy soldiers, but they're also in short supply. Vehicle machine guns are excellent for taking down opposing soldiers. Hitting enemies on the move with a cannon can be difficult, as you must lead the shot to ensure it hits. Targeting the enemies themselves usually ends up with

a shell spectacularly detonating at a point that would have killed the target several seconds ago. With the machine gun, you don't have this problem.



### Combat with Enemy Vehicles

Soldiers are also very effective against vehicles, often even more effective than other vehicles. They are more mobile, meaning they can lob grenades at a tank and move to cover before the tank takes aim at them. They can take cover and still attack, and they have anti-tank grenades, which do serious damage to all but the heaviest of tanks. They can destroy a problem vehicle more quickly than cannons, which often require several shots and time to reload.



Avoid sending your soldiers into one-on-one combat with tanks, but if they can manage to sneak up behind a tank, a heavy weapon or grenade can do significant damage. APCs with mounted weapons,

however, are another story. When facing any vehicle where the gunner is exposed, your soldiers can always aim for the gunner. A dead gunner significantly hampers the vehicle's effectiveness. One of the other crew members takes over the gun (usually this will be the driver), forcing the vehicle to stop and allowing your men to get to safety.

In most cases, the gunner is also the most exposed member of a vehicle's crew, so forcing another member of the crew into that position removes him from the relative safety of the cabin. This strategy applies for vehicles attacking armed trucks and APCs.

#### TIP



Shooting a vehicle's gunner either removes that vehicle's offensive ability or forces the driver to take over as gunner, causing the vehicle to stop moving.

When facing large numbers of enemy vehicles, use the enemies' vehicles against them. If a large group of enemy vehicles is headed your way, quickly disable the front line. There are benefits to doing this. It forces the vehicles bringing up the rear to maneuver around the broken-down vehicles, exposing their sides, which are more vulnerable than their fronts. It also allows you an opportunity to retreat. A disabled vehicle cannot follow you, and if you move out of range it cannot attack. This helps reduce overwhelming odds, allowing you to take on less vehicles at a time.



Disabling, as opposed to destroying, enemy vehicles has another benefit. If the crew abandons their vehicle to attack you on foot, that vehicle is up for grabs. This is especially great in scenarios where you have a repair kit. You can replace your weaker tanks and trucks with stronger enemy vehicles just by commandeering and repairing them. And even if they can't be repaired, as long as they aim and fire, you can use them as immobile cannons.



When fighting tanks with either soldiers or your own vehicles, remember that tanks are always better armored at the front. The sides, back, and even undersides, are the best targets for attack, so always fire at the treads or maneuver behind a tank if possible. When

throwing a timed grenade, aim it so the tank rolls over the grenade as it blows.

## Stealth and Cover

Sometimes the best offense is the complete avoidance of combat altogether. Stealth can be a powerful strategy, as long as you know what you're doing.



### TIP

When trying to remain hidden, always make sure your units are set to hold position and hold fire!



There are two ways to avoid detection. The first is to stay hidden. Your soldiers can hide among trees and bushes, and behind walls and buildings. Different types of objects provide different types of cover. Walls, for instance, only prevent your soldier from being seen from the opposite side. Bushes, however, can completely hide your soldier, so long as the enemy doesn't get too close.

Enemy soldiers can't see behind them. When it's time to move, do so when the enemy has his back to you. Crawl whenever you are trying to avoid detection. Moving in



the prone position not only makes your soldiers harder to spot, it puts them in the best position to fire should they get caught.

Finally, if you are attempting to remain unnoticed, don't fire your weapon. Quiet weapons, like the silenced Welrod pistol and thrown weapons like the knife and the axe, allow you to remain unheard by enemies other than your target. As a last resort, use the melee action if you absolutely must attack an enemy and you don't have another silent means of doing so.



If the enemy knows where you are, hiding can still be beneficial. In most cases, you soldier can fire from cover while still keeping most of his body protected from harm. The corners of buildings and short walls are excellent sources of cover and

allow your soldier a safer place from which to fire. Soldiers left to their own devices will use cover if it's available. For more on cover, see Chapter 3.

### CAUTION

Some hiding places, like shrubs, won't provide much protection if your soldier is discovered.



### ATTACKING BUILDINGS



Enemies don't take cover only in bushes and behind walls. Occasionally, they hide in buildings, lying in wait to ambush your units with rifles or heavy weapons. You can deal with these snipers with rifles of your own, or take the easier route: Bring the roof down on them.

Explosive weapons damage most buildings, and powerful tanks cannons can even level them. If your soldiers are pinned down due to snipers, you don't even need to fire directly at them. Have a tank drive nearby and fire an explosive shell at the building. If it doesn't fall, at least it will knock down a wall, giving you a better line of site to the problematic shooter.

# Chapter 3

## Training Missions



It's a good idea to go through the training missions to familiarize yourself with the interface options and features. You have so much more control over your units than in typical real-time strategy games that it's important you have a grasp of just how much you can do. These missions give you a basic understanding of how to control your soldiers and vehicles, and the many options available to both.

In this chapter, we'll go through the training missions step by step. In addition to looking at the specific tasks required to complete this missions, we'll examine how these actions are applicable in the challenging campaign missions. We'll also discuss some of the related interface options that the training missions themselves don't cover.

### Shooting Range

The first training mission introduces the basic combat and movement options for your foot soldiers. While tanks and vehicles are often—but not always—more powerful than your human units, human units are much more versatile. They're able to pass the enemy undetected and ambush unwary opponents. More importantly, soldiers are often better offensive units than vehicles, if only because they have access to wider, and occasionally more powerful, guns and grenades.



### Basic Movement Training

This training mission teaches you how to move through different types of terrain, and how to use the many types of weapons available. To begin the mission, speak with the nearby sergeant. Once he's given you your orders, you must jump the two nearby fences.

Soldiers can climb or jump low obstacles. To accomplish this, place the mouse over the obstacle you want to jump; the cursor changes to an orange, flashing arrow and you can scale the object. Do this now: Place the mouse on the first fence and click the left mouse button. Your soldier jumps over the fence, and stands on the other side.



**NOTE**

If you don't specifically tell the soldier to climb the fence, and click on the opposite side, he attempts to find a route around the obstacle. This is very important to remember in the field.

Next comes swim training. Swimming requires less effort on your part. All you have to do is click on the opposite side of the water, and your soldier swims across the small pool. To swim to an area within a body of water, just click on that spot. The soldier swims to his destination, where he'll patiently tread water as he awaits his next command.



The final movement training requires that you crawl under the barb wire. Click the stance icon. In the lower-right corner of the screen, you'll see three silhouettes of the soldier, one standing, one crouching, and one lying prone. Clicking any of these will cause your soldier to assume that stance. Another option, and often more useful in combat situations, is to press **Spacebar**. As a third option, you can use **Page Up** or **Page Down** to cycle through the various stances.

**TIP**

Pressing **Spacebar** causes your soldier to quickly drop to the prone position, and pressing **Spacebar** a second time causes him to stand.

**Gun Training**

After the basic movement training, it's time to learn how to shoot. Talk to the sergeant, then open the first box on the firing range. Take the submachine gun and the ammunition from the box, then approach the firing line. Three targets pop up from the ground.

To aim at the targets, you must hold down **Ctrl** and then use the mouse to aim. Holding **Ctrl** allows you to quickly toggle direct control mode for shooting purposes. While it isn't necessary to use different stances for the training mission, it's a good idea to use this time to see the difference between



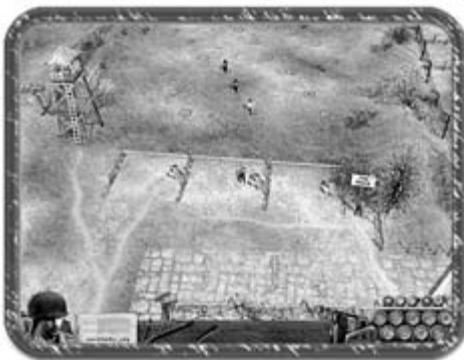
standing, kneeling, and lying prone, with relation to firing weapons. You should be able to easily hit the first three targets from the standing position, but the second group, which appears when the first have been shot down, is more difficult. Shooting these from the kneeling position is slightly easier. The third set is more difficult from either the standing or kneeling positions, but easier from the prone position.

After you hit all nine targets, move to the second box and remove the rifle and its ammunition. Once again, hit the targets from all three positions. The rifle is a much more accurate weapon from any stance, but requires a bit of time between shots. Finally, go to the third box and remove the machine gun. Again, hit all nine targets. Though it may not be



apparent when hitting passive targets, the machine gun, though fairly inaccurate, is a much more devastating weapon than either the rifle or the submachine gun.

In addition to teaching you how to operate a weapon, the shooting range includes a second, equally important lesson: Each type of weapon is best in different situations. Submachine guns are great for attacking enemies at very close range, but less effective against enemies at a distance. Rifles are excellent weapons for long-range combat, but less useful for short-range combat because of their lengthy reloading times. Machine guns are great for both long-range and short-range fighting, but less accurate than rifles.

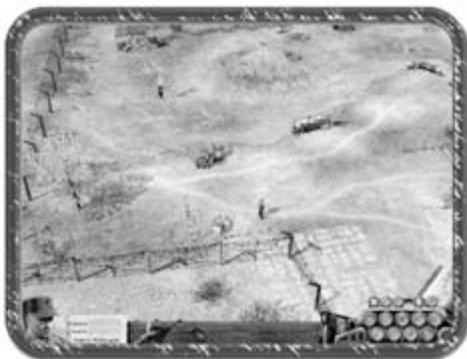
**NOTE**

In the field, it's not a bad idea to have your soldiers carry different types of weapons.

A rifleman, for instance, should have a pistol or a submachine gun as a backup, just in case he finds himself beset by several enemies at once.

**Grenade Training**

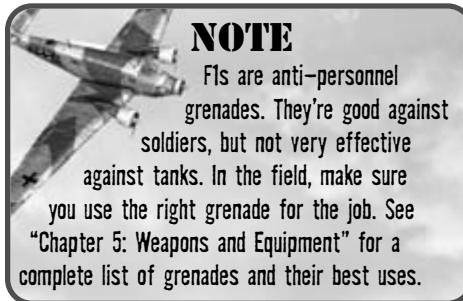
When you're finished at the shooting range, step over to the grenade training area. Open the crate near the grenade range and grab as many F1s as you can carry. Now approach the first barrier. Here, you'll learn the basic technique for throwing a grenade. Make the F1 your active weapon by clicking on the secondary weapon slot at the bottom of the screen, and selecting the F1 from the list. Now aim your throw by pressing **Ctrl** and moving the mouse to point the cursor at your target. When the cursor is over the target, press the left-mouse button to throw the F1.

**NOTE**

When aiming a grenade, there are two color codes that let you assess the result.

- A large yellow dot under the cursor indicates the grenade will hit an enemy target. A smaller blue dot indicates that it will hit the ground. Further, grenades bounce and roll after first impact, so you can often throw them outside their range or through small spaces, such as doorways.

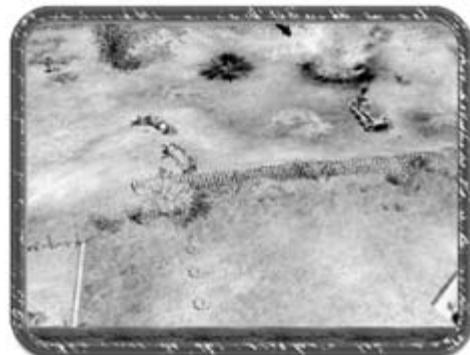
After you've destroyed the first targets, move on to the next target, which is sitting on a hill. Select an F1 from the secondary weapon menu. This target is slightly harder to hit, so it's time to learn how to "cook" a grenade. Place the cursor over the target and hold the left-mouse button. The cursor changes to a grenade and a small timer under the image begins to fill up. Hold it for a second or two, and then release the button. The grenade explodes right as it hits the target. If it doesn't, try again until you get the timing correct.



You're almost done with the weapons training. There are only two quick tasks left. The first requires you to use the nearby mounted machine gun to blow up a motorcycle. Like watchtower guns, mounted machine guns are a good way to have a powerful weapon and not waste your precious ammunition. However, ground-level mounted machine guns aren't quite as useful as watchtower guns, because the many offensive and defensive advantages of elevation are lost.



Finally, grab the nearby bazooka and its ammunition. Blow up the three vehicles in the field. Note that bazookas must be fired from the kneeling position. Your soldier will automatically assume the kneeling position when you order him to fire, but it's good to remember that the bazooka doesn't make for an efficient hit-and-run weapon; it simply requires too much time to crouch, ready the weapon, then stand again.



Fire the bazooka at the two remaining vehicles. When you've destroyed these, this training mission is complete.

## Mine-Layer Course

In addition to traditional weapons, you have access to wide variety of other destructive devices. This training mission gives you a brief introduction to the use of less traditional weaponry, such as dynamite, mines, and even matches.

Guns and grenades will definitely be your bread and butter in the field, and it's easy to forget that you have other implements at your disposal. It's good to keep this information in the back of your mind, though. Effective use of less common weapons is a great strategic benefit, allowing you to sabotage roads and burn down or blow up occupied houses without alerting the enemies inside to your presence.

### Mine Laying

The first task is to mine the road ahead. Mines are heavy, and you can only carry one at a time. You must place three mines in the road to accomplish this goal. Pick up one of the mines, then walk to any of the marked areas on the road. To place the mine, press the Use button in the lower-right corner of the screen, then select the location to bury it. Repeat this with all three mines, then take cover nearby as the enemy tanks come rolling in.



There are two different types of mines available in the game: anti-tank mines and anti-personnel mines. It is important to realize the distinction, because anti-tank mines won't be triggered by foot soldiers, and anti-personnel mines aren't effective against vehicles.

More important is the fact that you cannot see enemy mines. But there is a way to avoid them. If you have a mine detector in your inventory, you can place it in your soldier's hand. To look for mines, click the Use button and then click on the area you want to search. The mine detector has a large radius of effect, so if there are mines nearby, you see them with a single use. To disarm a mine, move the cursor over that mine with a soldier selected, and you'll be given the option to disarm it.

**TIP**

Disarmed mines can be reused against the enemy.



## Explosives and Fires

The next section trains you in the use of dynamite and matches. Open the supply box and remove the dynamite. Go into your inventory and place the dynamite in your soldier's hand. Now approach the barrels. If the dynamite is your active item, the mouse cursor changes to a fuse. Move the cursor near the barrels, and then click the left mouse button to place the dynamite. Now quickly take cover.



### NOTE

Explosives can cause chain reactions.

If you come across a supply crate with explosives (such as mines or dynamite) and you set off an explosion nearby (with dynamite or a grenade), you can set off a significantly large explosion. In more extreme cases, this technique can kill dozens of enemies at once.

The next task is to learn how to start a fire. Grab the nearby fuel can and use it on the two piles of lumber. Open the supply box, grab the matches, and place them in your soldier's hand at the inventory screen. If you move the cursor over the lumber, it turns into a flame. Click the lumber piles one at a time to start the two bonfires.



The implications of being able to start bonfires are probably not very obvious at first. But it's important to know that you do not need fuel to do this. Any flammable surface can be ignited, which can be put to good use. Wooden houses with enemies inside can be torched. Fences can be disposed of. Using the matches in the right situation kills some troublesome opponents or gets you into an otherwise inaccessible area. Use them wisely.

## Tank Training

Understanding the effective use of vehicles, especially tanks, is second only to understanding how to use your soldiers. It's more complicated than using soldiers. When directly controlling your tanks, you can drive and aim the guns independently by using the arrow keys and mouse, respectively.

Tanks also require more management with regard to their crews. This training mission teaches you the ins and outs of operating your armored vehicles, but the lessons can be applied to regular vehicles as well.

## Tank Management Training

Select the soldier near the tank and command him to get inside. With the soldier selected, move the cursor over the tank. The cursor changes to an arrow. Click the left mouse button and the soldier climbs inside.



Drive forward to the first marker.

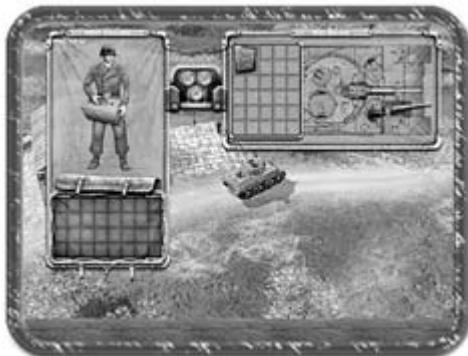
Remember that if you press **[End]**, you take direct control of the tank's operation. Play around with this function. Press **[End]** again to allow the tank to move on its own. When not in direct control, click on the intended destination, and the tank drives there on its own.

Your first stop is the refueling depot. There are two soldiers here. Select one, and click on either of the nearby fuel barrels. Move the cursor over the tank. It changes to a funnel, indicating you can fuel the tank. Click the left mouse button, and the soldier begins refueling. When he's finished, click the **Drop** button, and then click where you want the soldier to drop the barrel. Click on the tank to order the soldier to board.



Select the second soldier. Click the **Examine** button, then select the tank. In the tank's inventory, you see a fuel can. To use a fuel can, you must siphon fuel. Take the can from the tank, and then click on the nearby truck. The soldier will fill the can. Now click on the tank. You can do this until the truck's fuel tank has been emptied. Return the fuel can to the tank's inventory, then have this second soldier board the tank. Continue to the next marker.

Have the soldier here grab the nearby repair kit. You won't be able to use it yet, so open the tank's inventory (by clicking **Examine** and then selecting the tank) and place the repair kit in its cargo. Now have this soldier join the crew as well. Move to the next marker.



### NOTE

You can quickly place a carried item into a vehicle's inventory by clicking the **Drop** button and selecting the vehicle.

Four soldiers wait near the next marker. They need a ride across the river. Band-select the group, and click on the tank. All four hop on the tank for a ride. Note that if there was

room for more crew members, some of the soldiers would climb inside and take those positions. But, because we have a full crew, they just board the outside. Select the tank and click on the opposite bank of the river. Once the tank is across, the hitchers hop off and walk away.



### CAUTION

Soldiers riding on the exterior of a vehicle are as vulnerable as if they were on foot. They can be shot, and they are susceptible to damage from nearby grenades. It is never a good idea to have soldiers ride a tank into combat, because tanks usually draw the heaviest fire, and make a prime target for explosives.



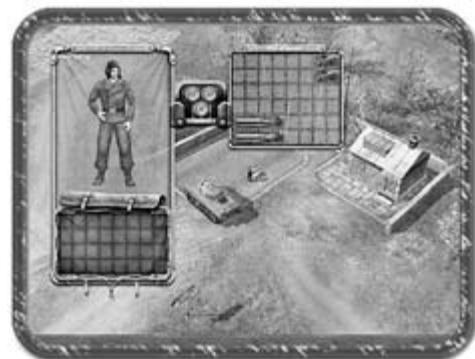
Command the tank to move to the next marker. It won't make it; driving over that rubble causes some damage. You'll need to repair it before you can continue. Click on one of the crew member's faces (located in the upper-left corner), and he exits the tank. Open the tank's inventory and move the repair kit to the soldier's hands. Close the inventory screen. With the soldier selected, move the cursor onto the tank—it changes to a pair of gears, indicating that it is in need of repairs. Click on the tank to start

the repair. Once the soldier has finished, return the repair kit to the tank's inventory and send the soldier back inside.



### Tank Combat Training

Before you begin your combat training, you first need to load the tank with ammunition. There is a supply box near this marker; remove one of the soldiers from the tank and order him to open the box. Inside is a large amount of ammunition. Clicking the Take All button only moves a fraction of this ammunition to his inventory.



Soldiers can carry far less equipment than supply boxes or vehicles. Take a few of each at a time—machine gun ammo, explosive shells, and armor-piercing shells—and put them in the tank's inventory. The tank automatically loads the ammunition into its gun and cannon.

**TIP**

If you want to carry a load of each ammo type to the tank, you don't have to manually drag it from the supply box to your inventory. When you click Take All, your inventory is filled with whichever item is at the top of the supply box. To take a load of explosive shells, drag the stack of explosive shells to the top of the supply box. If you want a load of AP shells next, simply move them to the top.



At the next marker, you'll see several stand-up targets and an abandoned tank. Press **Ctrl** to enter direct fire mode, and aim at the targets. The machine gun should be selected, but if not, press the right mouse button.

**TIP**

You can switch between primary and secondary weapons with both tanks and soldiers by pressing the right mouse button when in direct fire mode.



Shoot all three targets with the machine gun. With **Ctrl** still pressed, click the right mouse button to switch to the cannon. It takes a few seconds for the shell to load. When it's loaded, aim at the tank and fire. Move on to the next marker.



Just ahead is a truck next to a ruined building. These two targets let you see the difference between AP shells and explosive shells. Fire an AP shell at both the building and the truck. Switch to explosive shells by clicking on the cannon display at the bottom of the screen and selecting the red-tipped shells. Fire one of these at each target.



The next area has three tanks, each facing a different direction. Fire an AP shell at each tank. The tank facing you head-on takes less damage than the others, but all three start to smoke from the area at which they were hit. This demonstration teaches you two important lessons. First, tanks are more vulnerable at the sides and at the rear.

Second, you can see which part of a tank is damaged, and therefore vulnerable, by the fact that the specific area will smoke, or even catch fire.



The final tank task is a demonstration of the importance of a full crew. Though you don't have to do the following steps (all you need to do is destroy the vehicles), doing so will illustrate how a tank without a full crew operates.

A tank with less than a full crew is much less efficient than a fully manned vehicle. Remove two crew members from the tank and approach the vehicles ahead. Use direct control to steer and fire. It is much slower to load ammunition and to attack. Remove another soldier and, again, attempt to move and fire. It can't be done. With a skeleton crew, a tank must stop completely before attacking. Lesson learned: Always have a full crew on any tank.



## Cover Study

The final training mission teaches you one of the most important lessons of all: The fine art of hiding. The game allows you to take cover behind objects, lean around to fire, and even cover yourself completely so as to avoid nearby and passing opponents. Here, you learn the basics of stealth and cover.

### Using Cover in Combat

Take the equipment from the supply box. Equip the gun, then enter the nearby house. Move the cursor to the window on the far wall. As you move the cursor to the window, it changes to a line with a shape above. This cursor indicates that you can take cover at this location. The shape, either a circle or a triangle, indicates what stance your soldier assumes at the location.



When a soldier can take cover, he does it automatically. Click on the area beneath the window for a demonstration. The soldier crouches below the window and, if set to fire at will mode, periodically peeks out of his safe spot to check for enemies. From this new position, you must fire on the targets outside the window. Hit all the targets, then move to the next spot.



The next task shows a different type of cover: Standing behind a pillar. The concept also applies to corners. Basically, it's any spot where the soldier can stand safely, but still has a line of site if he leans and looks around. From the pillar, lean and shoot the targets that pop up. Lean around both sides of the pillar to hit them all.

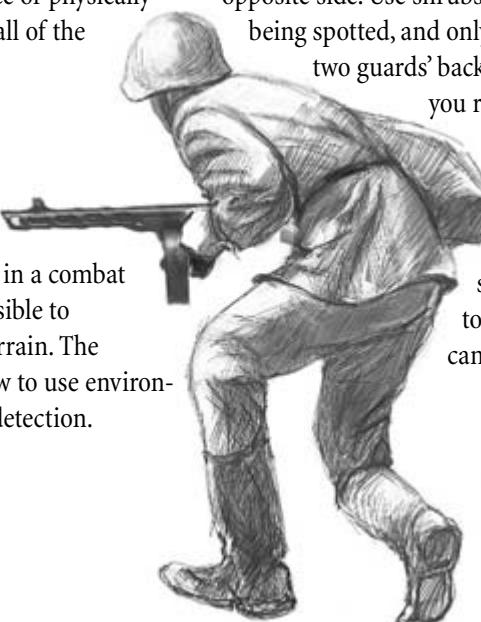
Move to the next position. Here, the soldier lies prone. Cover while prone is slightly different, because either your soldier has a line of sight from his position or not—he cannot move to look for enemies without actually changing his stance or physically changing locations. Shoot all of the targets that appear.

## Using Cover to Avoid Combat

The above uses of cover are ideal when hiding, or when in a combat situation. But it is also possible to find cover in more open terrain. The next section shows you how to use environmental obstacles to avoid detection.

Trees and shrubs can be used to keep out of sight. As you move the cursor near these, it changes to a circle, filled with either a rectangle or another circle. This indicates that your soldier can take cover at this location, and what stance he assumes. It's usually obvious, however: Tall grass requires him to kneel or lie prone, while trees can be used while standing up. The major difference with environmental cover is that, usually, if your soldier is spotted, the cover won't provide him any added protection from attack.

Slowly cross the field to the house on the opposite side. Use shrubs and trees to avoid being spotted, and only move when the two guards' backs are turned. Once you reach the other side, you've finished the cover study and all your training. You should be ready to take on the campaign missions.





# Chapter 4

## Vehicles



**O**n the air, on the ground, and in the sea, your soldiers often need to take control of vehicles to achieve their goals. In this chapter, we look at the dozens of vehicles available, from powerful heavy tanks to flimsy rubber rafts.

Knowing the strengths and weaknesses of the vehicles, especially the offensive vehicles, puts you at an advantage. It's no use going up against a Panzer tank with a lightly armored APC when a grenade-wielding soldier will be more effective. Likewise, knowing that the huge tank rolling toward your troops cannot fire from behind allows you to react and maneuver accordingly.

### Boats

Though not common, you will find a few boats for use while completing the campaigns. The MTB-D3, in particular, is a powerful offensive platform, and when you encounter one, do everything you can to disable or commandeer it immediately.

### Airbag

**Side:** Allies

**Crew:** 1

(+2 passengers)

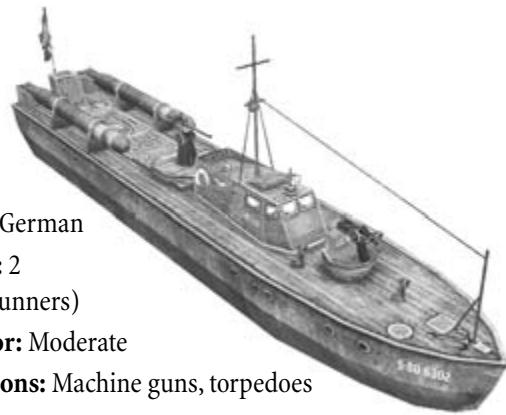
**Armor:** None

**Weapons:** None



An inflatable raft meant for stealthy infiltration of beach combat zones, the airbag has room for three soldiers, but no weapons. Passengers are susceptible to enemy fire, making undetected approaches a necessity.

### MTB-D3



**Side:** German

**Crew:** 2

(+2 gunners)

**Armor:** Moderate

**Weapons:** Machine guns, torpedoes

With powerful machine guns mounted on the front and rear, the MTB-D3 makes for a formidable floating arsenal. In addition to the guns, it has torpedoes for attacking approaching ships. The two-person crew consists of a pilot and a gunner.

## Cars and Transports

This section includes both non-combat vehicles and armed transports. Ranging from fragile but fast motorcycles to lumbering armored half-tracks, these vehicles are best employed moving troops from one place to another.

BA-20M



**Side:** Russian

Crew: 2

**Armor:** Very light

**Weapon:** DT machine gun

This lightly armored offensive vehicle comes equipped with a DT machine gun, which is mounted in a turret to protect the gunner from enemy fire. It has room for two crew members—a driver and a gunner—but cannot hold any passengers. Because it is lightly armored, use the BA-20M as support for more durable offensive vehicle.

BMW-R12



### Side: German

**Crew: 2 (+1 passenger)**

Armor: None

**Weapon:** 7.92mm MG-34

Fast and maneuverable, this motorcycle comes equipped with a sidecar and a mounted 7.92mm machine gun. It can carry a driver, a gunner, and a single passenger. All three passengers are exposed, and the vehicle has no armor, making it vulnerable. However, its quick speed allows for hit-and-run attacks, provided you don't sit still long enough to become a target.

Dodge WC56



### Side: Allies

**Crew: 2 (+6 passengers)**

Armor: None

**Weapons:** None

Like the Blitz, the Dodge WC56 is meant only for moving troops. It has no armor or weapons. Two crew members operate it, and the bed has room for six additional soldiers.

## GAZ-M1



**Side:** Russian

**Crew:** 2

**Armor:** None

**Weapons:** None

A two-passenger automobile used for driving a single passenger, the GAZ-M1 is not a combat vehicle. Use it for quick getaways or individual soldiers' movement.

## GMC-CCKW353



**Side:** Allies

**Crew:** 2

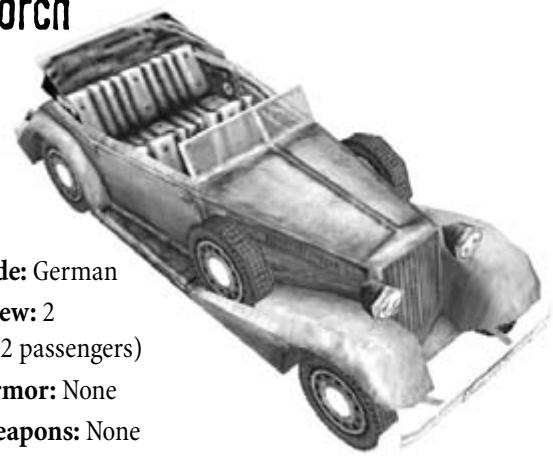
(+10 passengers)

**Armor:** Negligible

**Weapons:** None

Another truck built for transport, it has only minor armor reinforcement and no weapons. Ten passengers fit in the canopied bed, and the cab has room for a driver and commander.

## Horch



**Side:** German

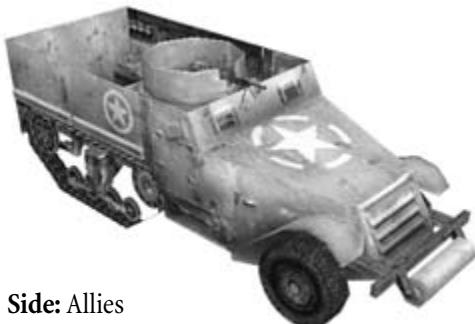
**Crew:** 2

(+2 passengers)

**Armor:** None

**Weapons:** None

Like the GAZ-M1, the Horch is meant for moving a small number of passengers. With room for a driver, commander, and two passengers, the Horch escorts your troops in style but not safety, as it has no armor or weapons.

**M3A1****Side:** Allies**Crew:** 2 (+7 passengers)**Armor:** Very light**Weapon:** BREN machine gun

This half-track armored personnel carrier has room for seven passengers, in addition to a driver and a gunner. The vehicle's BREN machine gun is surrounded by a half-shield, providing some protection for the gunner. He is still exposed, however, and an accurate headshot makes short work of him. The other passengers are well-protected by the APC's lightly armored siding, but the open passenger area means a well-aimed grenade, or an elevated sniper, wipes out anyone inside.

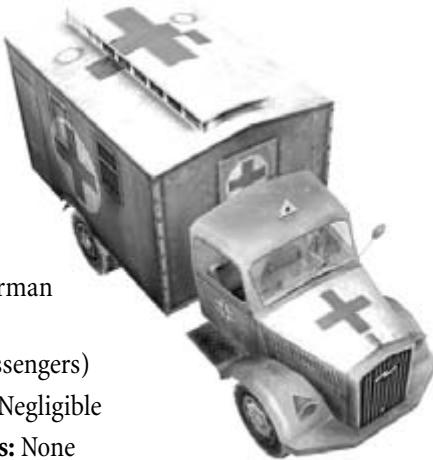
**Opel Blitz 3.6****Side:** German**Crew:** 2**(+10 passengers)****Armor:** Negligible**Weapons:** None

The standard Blitz is only for troop transport. It has no mounted weapons, but can hold up to twelve soldiers, with two as designated crew. The Blitz is vulnerable to attack and has minor armor reinforcement.

**Opel Blitz Fuel****Side:** German**Crew:** 2**Armor:** Negligible**Weapons:** None

Like its transport counterpart, the Blitz fuel tanker can't withstand much damage, making it a poor choice for combat duty. It makes for a great strategic target, however, as a well-aimed grenade will blow the whole thing sky-high, damaging anything in the vicinity.

## Opel Blitz Medic



**Side:** German

**Crew:** 2

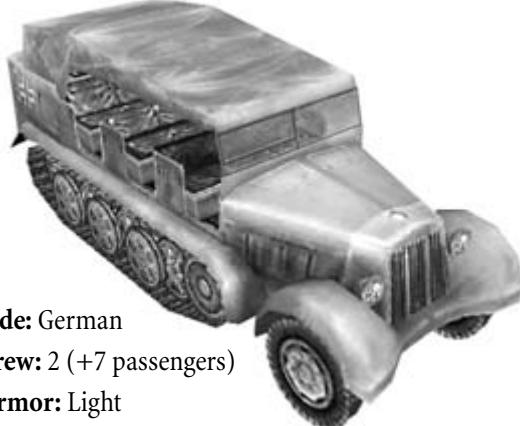
(+10 passengers)

**Armor:** Negligible

**Weapons:** None

The third Blitz truck is more durable than the others, but still vulnerable. Like the standard Blitz, it carries ten passengers and two crew members. It is clearly marked as a medical vehicle, and has no armaments.

## SdKfz-7



**Side:** German

**Crew:** 2 (+7 passengers)

**Armor:** Light

**Weapons:** None

Because of its slightly improved armor reinforcement, the SdKfz-7 offers more protection to its passengers than other transport vehicles. It's a

half-track, so it can withstand damage without being completely disabled. In addition to a commander and a driver, it carries seven passengers. The SdKfz-7 has no weapons.

## SdKfz-10/5



**Side:** German

**Crew:** 3

**Armor:** Very light

**Weapon:** 20mm flak cannon

Designed as an anti-aircraft vehicle, this half-track has a mounted 20mm flak cannon, making it ideal for attacking both air units and personnel. It has room for a commander, a driver, and a gunner, though all three crew members are vulnerable to attack because of the vehicle's open design. A shield on the cannon protects the gunner.

## SdKfz-223



**Side:** German

**Crew:** 2

**Armor:** Light

**Weapon:** 7.92mm MG-34

Unlike most other SdKfz vehicles, the SdKfz-223 is not a half-track. Because of its traditional four-wheel design, it is more maneuverable, but it's also easily disabled. The 223 includes a 7.92mm machine gun, making it a good anti-personnel vehicle. The driver is completely protected inside the vehicle's lightly armored shell, but the gunner is exposed.

## SdKfz-232



**Side:** German

**Crew:** 4

**Armor:** Light

**Weapons:** 20mm cannon, 7.92mm MG-34

Featuring both a 20mm cannon and a machine gun, the SdKfz-232 is a wheeled tank. Its light armor and eight-wheel design make it vulnerable to being disabled or destroyed, but the enclosed design and turret keep the crew safe from enemy fire. The SdKfz-232 requires a four-person crew for maximum efficiency.

## SdKfz-234 "Puma"



**Side:** German

**Crew:** 4

**Armor:** Very Light

**Weapons:** 50mm cannon, 7.92mm MG-34

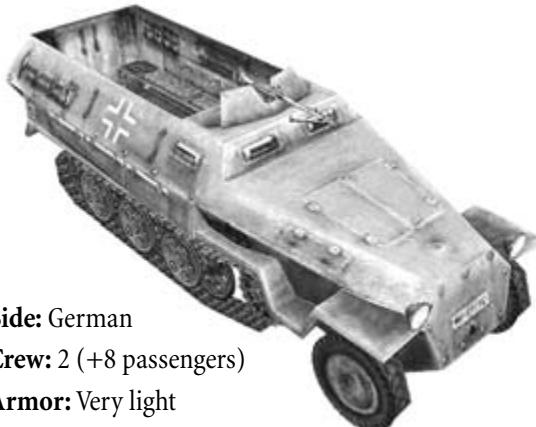
Like the SdKfz-232, the SdKfz-234 "Puma" is a light tank on wheels. The major difference is the 50mm cannon, which is more powerful than the 20mm cannon on the SdKfz-232. Additionally, the Puma has slightly less armor than the 232. The enclosed design protects the four-person crew, and a turret protects the gunner.

## SdKfz-250/3

**Side:** German**Crew:** 3**(+3 passengers)****Armor:** Very light**Weapon:** 37mm cannon

With a three-man crew and room for three passengers, this half-track makes for decent transport. Its lack of significant armor makes it somewhat short-lived in battle with stronger vehicles, and its open design leaves everyone but the driver and commander vulnerable to fire. The 37mm cannon is effective against light tanks, and has a front shield to give the gunner a modest amount of protection.

## SdKfz-251/1 "Hanomag"

**Side:** German**Crew: 2 (+8 passengers)****Armor:** Very light**Weapon:** 7.92mm MG-34

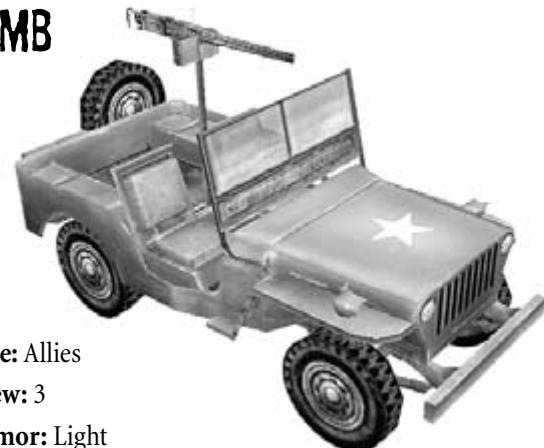
Featuring room for eight passengers and two crew members, the Hanomag is a good way to transport a large number of troops. The driver is protected, but all other passengers, including the gunner, are vulnerable to enemy fire. The Hanomag comes equipped with a standard, 7.92mm machine gun.

## VW Kubel

**Side:** German**Crew: 2****(+2 passengers)****Armor:** None**Weapons:** None

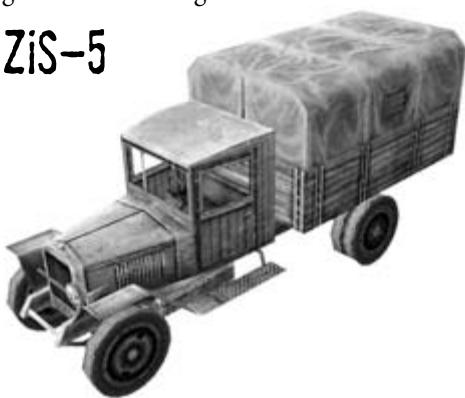
An open top, all-terrain transport vehicle, the VW Kubel can carry two passengers in addition to a driver and a commander. It lacks armor and weapons, and its passengers are susceptible to enemy fire.

## WMB

**Side:** Allies**Crew: 3****Armor:** Light**Weapon:** Browning machine gun

Fast and lightly armored, this transport has room for a driver, a commander, and a gunner to operate the mounted Browning. The vehicle is open-top, leaving all passengers vulnerable to gunfire.

## ZiS-5



**Side:** Russian

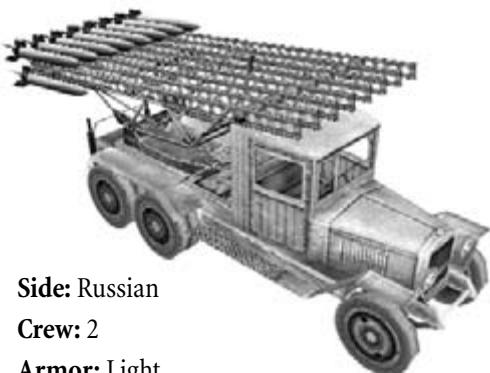
**Crew:** 2 (+10 passengers)

**Armor:** Negligible

**Weapons:** None

Another truck intended solely for the transport of soldiers, the ZiS-5 can carry ten men in addition to a commander and driver. The enclosed cab offers the crew protection.

## ZiS-6 "Katyusha"



**Side:** Russian

**Crew:** 2

**Armor:** Light

**Weapon:** Rocket-launching rack

Designed for range attacks, the Katyusha features 16 powerful rockets that can be launched at distant targets. It has light armor and room for a commander and driver. The Katyusha has little close-range combat capability, and is vulnerable if the enemy gets close.

## Heavy Tanks

Though generally slower than other vehicles, heavy tanks will be the rigid backbone of your fighting force. Sturdy and powerful, they are the most devastating element of your army. When confronted with a heavy tank, attack from the sides or the rear or, ideally, throw a grenade underneath and hope the behemoth is disabled.

### TIP

Tanks typically have stronger armor on the front than on the rear or the sides, and they are most vulnerable at the bottom. When engaged in combat with heavy tanks, attack the rear whenever possible. Keep your tanks' front ends facing the enemy.



## Ferdinand “Elephant”



**Side:** German

**Crew:** 4 (+4 passengers)

**Armor:** Heavy

**Weapons:** 88mm cannon, 7.92mm MG-34

The Ferdinand is a monster of a tank. Its devastating 88mm cannon significantly damages even heavily armored tanks, while its 7.92mm machine gun is effective against infantry and lighter vehicles. It requires a four-person crew for effective operation, and four more soldiers can ride exposed on its hull. It has two weaknesses: Its armor is somewhat lighter than other tanks of its class, and its turret cannot rotate. Because of this fixed turret, it's best to attack a Ferdinand from the sides or the rear.

## IS-2 “Iosef Stalin”

**Side:** Russian

**Crew:** 4 (+4 passengers)

**Armor:** Very heavy

**Weapons:**

122mm cannon,

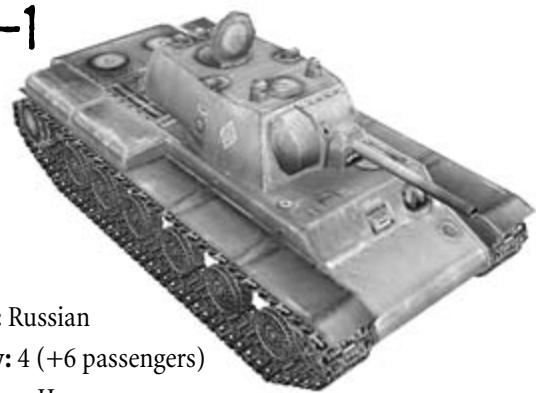
DT machine gun



One of the most powerful tanks available, the Russian IS-2 includes both a 122mm cannon and a DT machine gun. The rotating turret makes it a

more versatile tank than the Ferdinand, which can only fire forward. The IS-2 requires a standard four-person crew for optimal operation, and four additional soldiers can ride on the outside of the tank. The IS-2's excellent armor plating makes it a difficult tank to disable or destroy.

## KV-1



**Side:** Russian

**Crew:** 4 (+6 passengers)

**Armor:** Heavy

**Weapons:** 76mm cannon, DT machine gun

Less armored than the IS-2 and featuring a less powerful 76mm cannon, the KV-1 is a Russian heavy tank that was used early in World War II. In addition to a four-person crew, the KV-1 accommodates six soldiers on its roomy hull. Its turret is weaker than the rest of the tank, and is easily destroyed by large cannons and artillery fire.

### NOTE

Tank turrets take damage separately from the rest of the vehicle. As with hulls, turrets are typically strongest at the front, but weaker at the sides and the rear. In most cases, turret armor is identical to the tank on which they are placed, but in rare cases they are slightly weaker.

**KV-2****Side:** Russian**Crew:** 4 (+6 soldiers)**Armor:** Very heavy**Weapons:** 152mm cannon, DT machine gun

An upgraded version of the KV-1, the KV-2 has better armor and a stronger cannon. Its 152mm cannon makes short work of all but the heaviest of tanks. Like the KV-1, the KV-2 can carry six soldiers on its exterior and requires a four-person crew. The turret of the KV-2 is more easily damaged than other sections, a problem for all of the KV tanks.

**KV-85****Side:** Russian**Crew:** 4 (+6 passengers)**Armor:** Heavy**Weapons:** 85mm cannon, DT machine gun

Similar in sturdiness to the KV-1, the KV-85 is equipped with an 85mm cannon. It can transport up to ten soldiers, with four designated as crew and six riding on the exterior. Like other KV tanks, the turret of the KV-85 is easily damaged, and it can be completely removed with a few shots from a powerful cannon.

**Pz-6 "Tiger"****Side:** German**Crew:** 4 (+6 passengers)**Armor:** Very heavy**Weapons:** 88mm cannon, 7.92mm MG-34

One of the most durable tanks available, the Pz-6 is almost impervious to enemy fire. Its 88mm cannon is effective against all but the most powerful vehicles, and its 7.92mm machine gun is effective against lighter vehicles and infantry. The Pz-6 requires a standard four-person crew and can carry six additional passengers.

**Pz-6b "Tiger II"****Side:** German**Crew:** 4 (+4 passengers)**Armor:** Very heavy**Weapons:** 88mm cannon, 7.92mm MG-34

Almost identical to the Pz-6, the Pz-6b has the same weapons and a similarly high armor rating. The major difference is in its size: The Pz-6b is slightly smaller, and therefore only has room for four soldiers on its hull.

## Light Tanks

Though more maneuverable than their heavy brethren, light tanks aren't able to carry the same kind of firepower. Ideally suited for attacks against transports and infantry, light tanks make good support units, and occasionally serve as good primary attack units.

**BT-7**



**Side:** Russian

**Crew:** 4 (+4 passengers)

**Armor:** Light

**Weapons:** 45mm cannon, DT machine gun

This Russian-built light tank isn't the most powerful of its class, but its 45mm cannon and DT machine gun are more than sufficient against lightly armored vehicles and infantry. The BT-7 has the standard tank crew of a driver, commander, gunner, and loader. Additionally, up to four soldiers can hitch a ride on the exterior.

**BT-7A**



**Side:** Russian

**Crew:** 4 (+4 passengers)

**Armor:** Light

**Weapons:** 76mm cannon, DT machine gun

A slight variation of the standard BT-7, the BT-7A includes a more powerful 76mm cannon. The outfitted machine gun, however, is identical. Like the BT-7, it has room for a four-person crew and can carry up to four exposed passengers.

**M8 Scott**



**Side:** Allies

**Crew:** 4

**Armor:** Light

**Weapons:** 76mm cannon, Browning machine gun

Equipped with a Browning and a 76mm cannon, the M8 Scott is a typical light tank. It has room for a four-person crew but, because of its smaller size and large turret, cannot carry any passengers on its hull.

## M24 Chaffee



**Side:** Allies

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

**Weapons:** 76mm cannon, Browning machine gun

The Chaffee is stronger than other tanks of its class, featuring an armor rating more comparable to medium tanks. In addition to its resistant hull, the Chaffee includes a 76mm cannon and a Browning machine gun, making it a powerful tank against lightly armored vehicles.

## Panzerflak



**Side:** German

**Crew:** 4

**Armor:** Light

**Weapon:** 20mm cannon

The Panzerflak is a good support vehicle, but should not be used as a primary offensive tank. With its light armor and lack of a machine gun, the Panzerflak is good against small groups of infantry, or when used in conjunction with other, more powerful, tanks. Like the M8, the Panzerflak cannot carry passengers other than its four-person crew, due to its small size.

## Pz-1b



**Side:** German

**Crew:** 4 (+3 passengers)

**Armor:** Light

**Weapon:** 7.92mm MG-34

This small, agile tank is intended for anti-personnel use. The lack of a cannon makes it useless in fights with other armored vehicles, but its double-barreled 7.92mm machine gun makes it a great choice for taking out groups of infantry quickly. Its small size allows three soldiers to ride piggyback, but the interior has room for a standard four-person crew.

**Pz-2f****Side:** German**Crew:** 4 (+4 passengers)**Armor:** Light**Weapons:** 20mm cannon, 7.92mm MG-34

This German-built light tank is an improvement on the Pz-1b, adding a 20mm cannon to make it more effective in vehicle-to-vehicle combat. Its slightly larger hull allows four passengers to ride on top, and it includes a 7.92mm machine gun for anti-personnel use.

**T-26****Side:** Allies**Crew:** 4 (+2 passengers)**Armor:** Light**Weapons:** 45mm cannon, DT machine gun

A small tank with a big punch, the T-26 includes both a 45mm cannon and a DT machine gun. It's an ideal tank for both vehicle-to-vehicle combat and

taking down enemy infantry. It's small and maneuverable, but its size means only two soldiers can hitch a ride on the hull.

**Vickers-B****Side:** Allies**Crew:** 4 (+2 passengers)**Armor:** Light**Weapons:** 45mm cannon, 7.92mm MG-34

Like the T-26, the Vickers-B is a small, maneuverable tank with better on-board weapons than other vehicles in its class. It includes a 45mm cannon, and a standard 7.92mm machine gun—use it for attacks against light vehicles or infantry. The Vickers-B has room for four crew members, and room on the body for two additional passengers.

**Medium Tanks**

Faster and more agile than heavy tanks, and more powerful than light tanks, medium tanks are the ideal offensive vehicle. They provide support and front-line attack power, though many medium tanks, because of their heavy weapons, don't include rotating turrets.

## Cromwell



**Side:** Allies

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

**Weapons:** 76mm cannon, BREN machine gun

Widely used in the British army, the Cromwell is a standard medium tank. Its 76mm cannon is less powerful than those found on most tanks of its class, but is more than adequate against light- to medium-armored vehicles.

## Hummel



**Side:** German

**Crew:** 4

**Armor:** Moderate

**Weapons:** 150mm cannon, 7.92mm MG-34

A mobile artillery unit, the Hummel has a powerful 150mm cannon at its disposal, as well as a 7.92mm machine gun. Though the

cannon is an impressive addition, the open-top design is a drawback, because it leaves the gunner vulnerable to enemy snipers. Additionally, the Hummel's cannon can only fire forward, making the vehicle especially vulnerable from the sides and rear. Anything in its line of fire, however, won't last long.

## Jagdpanther



**Side:** German

**Crew:** 4

**Armor:** Moderate

**Weapons:** 88mm cannon, 7.92mm MG-34

Designed as an anti-tank vehicle, and equipped with an 88mm cannon for this purpose, the Jagdpanther earned the nickname "Hunting Panther" because it's effective against armored vehicles. A more appropriate nickname might have been "Turning Panther," because the fixed turret requires a great deal of maneuvering. The Jagdpanther requires a four-person crew, but the hull does not allow for any exterior passengers.

## M4A2 "Sherman"



**Side:** Allies

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

**Weapons:** 75mm cannon, Browning machine gun

One of the most commonly deployed Allied tanks in World War II, the standard Sherman comes equipped with a 75mm cannon, a Browning machine gun, and ample armor to protect it against cannon fire. It is faster than other medium tanks. The M4A2 can carry four soldiers on top, and has room for a four-man crew. The standard Sherman is prone to catching fire when hit by enemy explosives.

## M4A3 "Sherman"



**Side:** Allies

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

**Weapons:** 75mm cannon, Browning machine gun

This slightly improved Sherman features an armor rating and weapons identical to the earlier design, but was designed to address the M4A2's tendency to catch fire. Like the M4A2, the M4A3 has room for eight passengers, with four crew members and four soldiers on top. The 75mm cannon and Browning machine gun are identical to those of its predecessor.

## M7 "Priest"



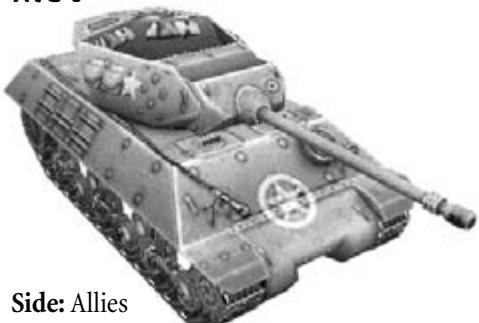
**Side:** Allies

**Crew:** 4

**Armor:** Moderate

**Weapons:** 76mm cannon, Browning machine gun

The open-top design of the M7 leaves the four-person crew somewhat vulnerable, but the driver has the well-protected cabin. The gunner is in particular danger, raised above the rest of the tank in the vehicle's exposed gun mount. The tank's considerable firepower makes it a risk worth taking. When faced with an M7, aim for the gunner first, or aim a grenade into the open hull, taking out the whole crew with a single blast.

**M36****Side:** Allies**Crew:** 4 (+4 passengers)**Armor:** Moderate**Weapons:** 90mm cannon, Browning machine gun

Unlike most tanks with cannons of this size, the M36 has a rotating turret, making it a formidable weapon against any class tank. Because it was designed using the Sherman chassis, four passengers can ride on top, in addition to the four-person crew inside. The only drawback of the M36 is the semi-open turret, which leaves the loader and the gunner exposed to elevated snipers and well-aimed grenades, though they are protected from units on the ground.

**MkII "Matilda"****Side:** Allies**Crew:** 4 (+4 passengers)**Armor:** Moderate**Weapons:** 50mm cannon, BREN machine gun

Designed by the British to support infantry, the Matilda comes equipped with a 50mm cannon and a BREN machine gun. It has a good amount of armor, and the turret is reinforced, making it stronger than the rest of the vehicle.

**Pz-3g****Side:** German**Crew:** 4 (+4 passengers)**Armor:** Moderate**Weapons:** 50mm cannon, 7.92mm MG-34

The low end of the Panzer medium tanks, the Pz-3g features moderate armor, a 50mm cannon, and a 7.92mm machine gun. It's well-equipped to deal with any medium or light vehicles it encounters, and can

withstand damage. Though other Panzer tanks improve on the design by adding more powerful armaments, the Pz-3g is still a formidable vehicle.

## Pz-4d



**Side:** German

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

**Weapons:** 75mm cannon, 7.92mm MG-34

An improvement on the Pz-3g, the Pz-4d replaces the gun with a more powerful 75mm cannon, without losing any of its predecessor's armor. The Pz-4d has room for a four-person crew and four soldiers riding piggyback on the hull.

## Pz-4g



**Side:** German

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

**Weapons:** 75mm cannon, 7.92mm MG-34

Another modest improvement to the Panzer medium tank, the Pz-4g includes a modified 75mm cannon. Like the other Panzers, it can carry four passengers on top and uses a four-person crew, protected inside by the vehicle's armored hull.

## Pz-5



**Side:** German

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

**Weapons:** 75mm cannon, 7.92mm MG-34

Larger than the other Panzer medium tanks, the Pz-5 has another modified 75mm cannon, as well as more armor on its hull. The additional armor makes it slower than other Panzers, and its larger size causes it to turn more slowly as well.

## StuG-3B



**Side:** German

**Crew:** 4 (+5 passengers)

**Armor:** Moderate

**Weapons:** 75mm cannon, 7.92mm MG-34

The StuG-3B doesn't include a rotating turret, and its slow turn speed means that it takes time to lock on a target. However, its 75mm cannon means that when it does acquire its target, only the heaviest of tanks have a chance of surviving its blast. The StuG also includes a 7.92mm machine gun, which is slightly open, but the gunner is protected from enemy fire. The large hull of the tank carries five passengers.

### StuG-4G



**Side:** German

**Crew:** 4

**Armor:** Moderate

**Weapons:** 75mm cannon, 7.92mm MG-34

Though it includes an almost-identical complement of weapons, this updated StuG tank has a slightly speedier turning capability, making it an improvement over its predecessor. The smaller hull means that it can't carry any passengers apart from the four-person crew.

### T-34



**Side:** Russian

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

**Weapons:** 76mm cannon, DT machine gun

One of two T-34 tanks available, this Russian-designed medium tank features a powerful 76mm cannon in a rotating turret. The crew is enclosed in the well-armored hull, and a DT machine gun provides support fire against enemy infantry. Four soldiers can ride on top, in addition to the standard four-man crew inside.

### T-34/85



**Side:** Russian

**Crew:** 4 (+4 passengers)

**Armor:** Moderate

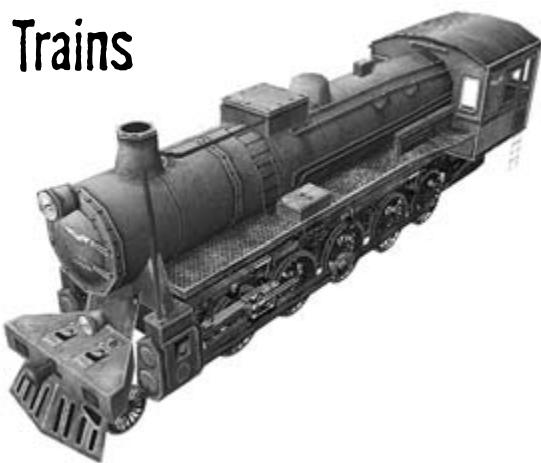
**Weapons:** 85mm cannon, DT machine gun

Though slower than the regular T-34, the T-34/85 comes equipped with a larger



primary gun, which has been upgraded from a 76mm cannon to an 85mm cannon. Additionally, the T-34/85 has better armor. Like the T-34, the T-34/85 includes a DT machine gun for attacking infantry, and carries four crew members and four passengers.

## Trains



Several of the campaign missions require you to commandeer and drive a train. Doing so is easy—send a single soldier into the steam engine, select the train, and click where on the track you want to go. Occasionally, you must switch the tracks in order to make it to your intended destination. In these instances, send a soldier to the switch, which is always located near the junction.

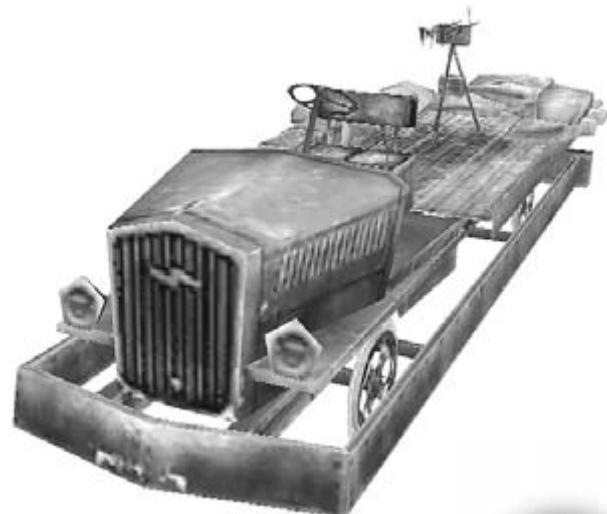


The steam engine can only hold a single occupant, but passenger cars and empty cargo cars can also hold passengers. Full cargo cars will often be stocked with usable equipment—occasionally, you'll find one filled with mines, dynamite, and other explosives. Setting off a grenade or dynamite near one of these cars destroys a huge area of an enemy base, and kills everyone within a significant radius.

### TIP



Look for cargo cars filled with explosives, then throw a grenade nearby. Run as far as you can, and wait for the explosion. You'll be able to obliterate dozens of enemies in the area with a single grenade.



# Chapter 5

# Weapons and Equipment



**Y**our soldiers have a wide variety of weapons and tools at their disposal. In this chapter, we look at everything your soldier can carry, from matchboxes to Mauzer rifles. You'll learn the specific uses for each item than can be found, carried, thrown, fired, or looted, and what to do with some of the stranger items you'll encounter on the battlefield.

In addition to your soldiers' inventory items, this chapter covers the mounted machine guns and artillery that can be used throughout the missions, from large anti-aircraft weapons to more standard guns mounted in watchtowers and behind barricades.

## Guns

The basic statistics for any type of gun are similar. Each pistol, for example, has a similar damage rating and effective range. There are two numbers given for a weapon's range. The first is the ideal range. This indicates the distance within which a weapon will do its maximum amount of damage. A submachine gun with an ideal range of 25 meters does maximum damage up to this distance, at which point its damage begins to drop off. The maximum range is the farthest distance at which the weapon can be aimed and fired. At this range, the weapon does significantly less damage than within its ideal range.



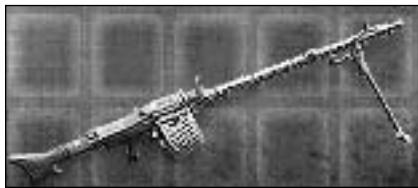
Note that each type of weapon shares a common type of ammunition. For instance, rifles, including some sniper rifles, can use ammo from any other rifle. And machine guns can use ammo from any other machine gun. Pistols and submachine guns use a single type of ammunition, so bullets from a Thompson can be used in a Colt.



Each soldier comes with a standard set of equipment, but don't feel limited by a weak weapon or dwindling ammunition. Search dead soldiers to restock your ammo, and press **Tab** to find weapons dropped by

the enemy. You never know when you'll find a bazooka or a powerful sniper rifle to replace your submachine gun.

## 7.92mm MG-34



**Ammunition Capacity:** 100

**Damage:** Moderate

**Ideal Range:** 32 meters

**Maximum Range:** 60 meters

**Type:** Machine gun

Commonly carried by German infantry and mounted on German vehicles like the Hummel and the Panzer-class tanks, the 7.92mm MG-34 is a powerful machine gun with a high ammunition capacity. Even at its outer range of 60 meters, it does damage in a short time, or at least keeps the enemy pinned while you approach.

## 7.92mm MG-42 (Browning)



**Ammunition Capacity:** 200

**Damage:** Moderate

**Ideal Range:** 32 meters

**Maximum Range:** 60 meters

**Type:** Machine gun

Find this high-capacity machine gun on some Allied vehicles, including the M8 Scott and Chaffee. It does only moderate damage up to 32 meters but, as with all machine guns, its damage-per-shot rating is of less concern because of its high rate of fire.

## 7.92mm MP-44



**Ammunition Capacity:** 30

**Damage:** Low

**Ideal Range:** 25 meters

**Maximum Range:** 40 meters

**Type:** Submachine gun

A German submachine gun with a smaller ammunition capacity than other guns of its class, the MP-44 is found on German infantry.

## 9mm MP-40



**Ammunition Capacity:** 32

**Damage:** Low

**Ideal Range:** 25 meters

**Maximum Range:** 40 meters

**Type:** Submachine gun

The 9mm MP-40 is a submachine gun generally issued to SS infantry. Like most submachine guns, it holds 32 rounds.

## 9mm MP-41



**Ammunition Capacity:** 32

**Damage:** Low

**Ideal Range:** 25 meters

**Maximum Range:** 40 meters

**Type:** Submachine gun

This submachine gun, similar in all but appearance to the MP-40, is the standard weapon for German tank crews. Also find it on German infantry.

## B.A.R.



**Ammunition Capacity:** 20

**Damage:** Moderate

**Ideal Range:** 32 meters

**Maximum Range:** 60 meters

**Type:** Machine gun

Though it holds fewer rounds than most guns of its type, the B.A.R. is an otherwise standard machine gun, with the same moderate range and damage as others in its class.

## BREN



**Ammunition Capacity:** 30

**Damage:** Moderate

**Ideal Range:** 32 meters

**Maximum Range:** 60 meters

**Type:** Machine gun

In addition to its prominent placement on tanks like the Cromwell and the Matilda, as well as on other Allied vehicles, the BREN is issued to United States infantry. When used by foot soldiers, the BREN holds 30 rounds of machine gun ammunition.

## Colt



**Ammunition Capacity:** 7

**Damage:** Moderate

**Ideal Range:** 18 meters

**Maximum Range:**  
30 meters

**Type:** Pistol

The Colt is a pistol with limited range, but will damage nearby enemies. Its one drawback, as with most pistols, is its limited ammunition capacity.

### DP



**Ammunition Capacity:** 47

**Damage:** Moderate

**Ideal Range:** 32 meters

**Maximum Range:** 60 meters

**Type:** Machine gun

This Russian machine gun holds 47 rounds of machine gun ammunition. It is a commonly issued weapon for the Russian infantry.

### DT



**Ammunition Capacity:** 60

**Damage:** Moderate

**Ideal Range:** 32 meters

**Maximum Range:** 60 meters

**Type:** Machine gun

Issued to Russian machine gunners and occasionally found on Russian elite soldiers, the DT is also used for mounting on the IS-2 and KV-1 and KV-2 tanks, among other Russian vehicles. With the capacity to hold 60 rounds, the DT allows its bearer to get off a good number of shots before needing to reload.

### Enfield



**Ammunition Capacity:** 8

**Damage:** High

**Ideal Range:** 45 meters

**Maximum Range:** 100 meters

**Type:** Sniper rifle

An American sniper rifle only found on elite U.S. soldiers, the Enfield has a moderate ammunition capacity and uses standard rifle bullets.

### G-41



**Ammunition Capacity:** 5

**Damage:** High

**Ideal Range:** 45 meters

**Maximum Range:** 100 meters

**Type:** Sniper rifle

The G-41 is one of several rifles issued to German snipers. It has great range, and is an effective way to deal with problematic watchtowers or mounted machine guns. It holds five rounds of rifle ammunition.

## M1 Carbine



**Ammunition Capacity:** 15

**Damage:** High

**Ideal Range:** 35 meters

**Maximum Range:** 65 meters

**Type:** Rifle

A high-capacity rifle, the M1 Carbine holds a great deal of ammunition, more than most in its class. The M1 Carbine can be loaded with fifteen rounds of standard rifle ammunition and is effective up to 35 meters.

## M1 Garand



**Ammunition Capacity:** 7

**Damage:** High

**Ideal Range:** 35 meters

**Maximum Range:** 75 meters

**Type:** Rifle

The M1 Garand has less ammunition capacity than the M1 Carbine, but does a great deal of damage with a good range. The M1 Garand can be found on elite United States soldiers, but is not a commonly issued weapon.

## M3A1



**Ammunition Capacity:** 32

**Damage:** Low

**Ideal Range:** 25 meters

**Maximum Range:** 40 meters

**Type:** Submachine gun

Like all submachine guns, the M3A1 does a small amount of damage with each shot, but its high rate of fire makes it a deadly gun at close range. It holds 32 rounds.

## Mauzer



**Ammunition Capacity:** 5

**Damage:** High

**Ideal Range:** 35 meters

**Maximum Range:** 75 meters

**Type:** Rifle

A German rifle often found on that country's infantry, and occasionally on snipers, the Mauzer is a standard rifle. But even standard rifles do a good amount of damage, and can be lethal at close range. The Mauzer holds five rounds of rifle ammunition.

### Mosin



**Ammunition Capacity:** 5

**Damage:** High

**Ideal Range:** 35 meters

**Maximum Range:** 75 meters

**Type:** Rifle

The Russian equivalent of the Mauser, the Mosin is carried by Russian infantry. Like the Mauser, it can hold five rounds of rifle ammunition, and does significant damage up to 35 meters.

### Nagan



**Ammunition Capacity:** 7

**Damage:** Moderate

**Ideal Range:** 18 meters

**Maximum Range:** 30 meters

**Type:** Pistol

A pistol with a seven-round capacity, the Nagan is found on some Russian officers. It has the standard pistol range of 18 meters, and does less damage up to 36 meters.

### PPSH



**Ammunition Capacity:** 71

**Damage:** Low

**Ideal Range:** 25 meters

**Maximum Range:**

40 meters

**Type:** Submachine gun

Often carried by Russian infantry, the PPSH is a commonly encountered submachine gun. It's best at close range because of its low damage rating, but has the benefit of a 71-round magazine, which means you'll spend less time reloading and more time shooting.

### PTRD



**Ammunition Capacity:** 5

**Damage:** Very high

**Ideal Range:** 40 meters

**Maximum Range:**  
55 meters

**Type:** Sniper rifle

Using PTR ammunition, which is rarer and more damaging than standard rifle ammunition, the PTRD is a stronger weapon than most sniper rifles, but it has less range.

### PTRS



**Ammunition Capacity:** 1

**Damage:** Very high

**Ideal Range:** 40 meters

**Maximum Range:**  
55 meters

**Type:** Sniper rifle

Like the PTRD, the PTRS is a high-powered sniper rifle. It uses the rare PTR ammunition and is carried by Russian grenadiers.

## Sten MK-I



**Ammunition Capacity:** 32

**Damage:** Low

**Ideal Range:** 25 meters

**Maximum Range:** 40 meters

**Type:** Submachine gun

Other than its rarity, this submachine gun has all the hallmarks of its class. It carries the standard 32-round magazine, and can be effective at close range, but becomes less accurate, and less damaging, at targets beyond 25 meters.

## SVT



**Ammunition Capacity:** 10

**Damage:** High

**Ideal Range:** 45 meters

**Maximum Range:** 100 meters

**Type:** Sniper rifle

This Russian sniper rifle holds ten rounds of rifle ammunition, giving it a higher capacity than most guns in its class and making it a formidable firearm. The SVT is commonly found on Russian snipers.

## Thompson



**Ammunition Capacity:** 30

**Damage:** Low

**Ideal Range:** 25 meters

**Maximum Range:** 40 meters

**Type:** Submachine gun

The Thompson is one of the more frequently used weapons in the Allied army, and is often found on both British and American infantry, as well as American tank crews. Similar to the German MP-44, the Thompson holds thirty rounds and is effective within 25 meters.

## TT



**Ammunition Capacity:** 8

**Damage:** Moderate

**Ideal Range:** 18 meters

**Maximum Range:** 30 meters

**Type:** Pistol

One of the highest-capacity pistols available, the TT holds eight rounds of ammunition. Find it on Russian officers and tank crews.

## Walther



**Ammunition Capacity:** 8

**Damage:** Moderate

**Ideal Range:** 18 meters

**Maximum Range:**

30 meters

**Type:** Pistol

This pistol is worn as a sidearm by German heavy weapons soldiers, and as a primary weapon by German officers. It holds eight pistol bullets, making it comparable to the TT in terms of ammunition capacity.

## Webley



**Ammunition Capacity:** 6

**Damage:** Moderate

**Ideal Range:** 18 meters

**Maximum Range:** 30 meters

**Type:** Pistol

A good weapon for close-range combat, the Webley is a rare pistol not standard-issue for any troops. It is a revolver, and can hold six standard pistol rounds.

## Welrod



**Ammunition Capacity:** 6

**Damage:** Moderate

**Ideal Range:** 18 meters

**Maximum Range:** 30 meters

**Type:** Pistol

The Welrod is the gun of choice for stealth missions. Its silencer reduces its maximum range, but it won't alert the enemy to your presence when fired—as long as you don't miss, that is.

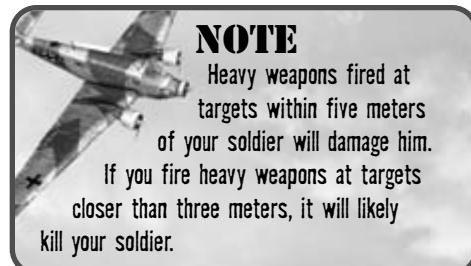
## Heavy Weapons

There are three varieties of heavy weapons available: The Bazooka, the Panzerfaust, and the Panzershreck. Though there are three varieties, they all have similar statistics. And these statistics are impressive. Heavy weapons do an incredible amount of damage, able to severely damage most tanks with a single shot.



The problem is that ammunition is scarce, heavy, and doesn't stack in your inventory, meaning that every shot takes up precious space. More problematic still is the fact that heavy weapons are slow to load and fire, so if you miss with your first shot you likely won't have a second. The slow firing speed is compounded by the fact that heavy weapons can only be fired from the kneeling position. As soon as you ready the weapon, your soldier kneels, making recovery from a shot a slow process. The kneeling also makes moving to get a better shot even slower, as your soldier must put the weapon away, stand, move, kneel, and then ready the weapon again.

The difficulty is worth the hassle. Taking down a problematic tank with a single shot is not only more effective than enduring damage to your own vehicles, it's also fun.



## Bazooka



**Damage:** High

**Ideal Range:** 35 meters

**Maximum Range:** 30 meters

## Panzerfaust

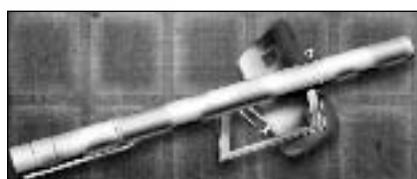


**Damage:** High

**Ideal Range:** 35 meters

**Maximum Range:** 30 meters

## Panzershreck



**Damage:** High

**Ideal Range:** 35 meters

**Maximum Range:** 30 meters

## Explosives and Grenades

There are two basic types of explosives: those you throw and those you place. The latter category consists of mines and dynamite. Though they take more time to use, and can be difficult to use effectively, they have a tremendous amount of destructive power. Planning is the key to using them. Because they can't be used in the thick of a combat situation, you must watch the enemy's patrolling patterns, or (in the case of dynamite) know where the enemy is stationed.



Thrown explosives, which are mostly grenades but also include the Molotov cocktail, are less powerful than mines and dynamite, but can still do serious damage—especially to personnel.

Most grenades have a detonation time of five seconds. However, you can "cook" a grenade by holding it after pulling the pin, so that the enemy won't have time to run away. To cook a grenade, aim with the mouse and hold down the mouse button. A timer bar appears on the target cursor, indicating the time to detonation. Let go of the mouse

when you want to toss the grenade. Note that anti-tank grenades—like the RPG 40, the RPG 43, and the PWM1—explode upon impact, and can't be cooked.



### CAUTION

When cooking a grenade, leave time for your soldier to wind up and throw—cooking begins before he starts the toss!

The damage ratings used in this section aren't comparable to those used for firearms. Instead, explosives are rated relative to each other. An explosive with a low damage rating will kill any enemies in the blast radius, but won't do much damage to tanks. An explosive with a high damage rating, however, will destroy the heaviest of tanks.

## Anti-Personnel Mine



**Damage:** Low

**Range:** N/A

As the name implies, anti-personnel mines are solely meant for use against soldiers. Tanks can't set them off, so vehicles roll over an anti-personnel mine without taking a scratch. However, any soldier who stumbles on one is instantly killed, as is anyone in the immediate vicinity.



### NOTE

To use a mine, you must select it as your active item, click the use button, and then choose where to bury it by clicking the left-mouse button on the chosen spot.

## Anti-Tank Mine



**Damage:** High

**Range:** N/A

Anti-tank mines don't affect ground soldiers. Infantry walking across an anti-tank mine do not trigger the detonation, but any tank or vehicle that happens to roll over one will be severely damaged. Any soldiers in the vicinity of the mine when it explodes will be killed.

Anti-tank mines are powerful; only dynamite packs a bigger punch. They're also heavy, and significantly slow down your soldier when he's carrying one.

### TIP

Enemy vehicles often have distinct patrol routes. Watch for these carefully, and plan your anti-tank mine placement accordingly.



## Dynamite



**Damage:** Very high

**Range:** N/A

Dynamite is the most powerful explosive available, and can level entire buildings. Dynamite is a life-saver when you know a building is filled with enemy soldiers and you can't take them on in a firefight. Setting off dynamite near other explosives can create

a chain reaction. To use dynamite, select it as your active item, then press the use button. Choose the location you want to set the dynamite, and then click the left-mouse button. Take cover as far away as possible.

## F1



**Damage:** Low

**Range:** 26 meters

The F1 is a standard anti-personnel grenade with a good, long range. It won't do much damage to armored vehicles, but it can easily empty a building of enemy soldiers, or kill everyone in a heavily occupied area. The F1 is the standard-issue grenade for Russian and American soldiers.

### NOTE

You can throw most grenades to land outside of their range. As long as nothing impedes its progress, a grenade thrown a long distance bounces and rolls until it detonates. This does not work with anti-tank grenades.

## M18



**Damage:** N/A

**Range:** 30 meters

The M18 is a smoke grenade. It won't do any damage, but it blocks the enemy's sight long enough for your soldiers to move to safety. Use smoke grenades against vehicles and artillery.

## M24



**Damage:** Low

**Range:** 23 meters

Like the F1, the M24 is only suitable for use against enemy soldiers. It may disable a tank's tread, but it won't do much damage otherwise. The M24 has slightly less range than the F1, and is carried by most German soldiers.

## M24x5 Anti-Tank



**Damage:** High

**Range:** 18 meters

A jerry-rigged, anti-tank grenade built from several M24s wrapped together, the M24x5 damages tanks and infantry. The M24x5, unlike the standard M24, has no detonation time and explodes on impact.

## M39



**Damage:** Low

**Range:** 26 meters

The M39 is an anti-personnel grenade with the same range and damage as the more commonly found F1.

## M61



**Damage:** Low

**Range:** 26 meters

The M61, like the F1 and the M39, can be thrown up to 26 meters. It is intended for anti-personnel use, and will only do minor damage to armored vehicles.

## MK1



**Damage:** Low  
**Range:** 26 meters

Another standard anti-personnel grenade, the MK1 damages soldiers and can be aimed up to 26 meters away.

## Molotov Cocktail



**Damage:** Special  
**Range:** 21 meters

The Molotov cocktail is a great weapon when used properly. Instead of detonating like a standard grenade, the cocktail contains a flammable liquid in a bottle stuffed with a fuse, usually a standard rag. Upon impact, the bottle breaks open and the liquid ignites, creating a large blaze that spreads if near flammable objects. Cocktails can be thrown at buildings, wood piles, or anything that will catch fire.



Its best use is against tanks. When the outside of the tanks catches fire, the heat causes the crew to jump out, often catching fire themselves. If they don't die in the blaze, pick them off as they flee from their burning vehicle.

## N73 A.T.



**Damage:** High  
**Range:** 18 meters

Another powerful anti-tank grenade, the N73 A.T. can do a great amount of damage to all but the heaviest of tanks. It fills two inventory slots and explodes upon impact.

## PWM1



**Damage:** High  
**Range:** 18 meters

The PWM1 is an anti-tank grenade that does remarkable damage to any armored vehicle. Like other anti-tank grenades, it explodes on impact and, therefore, cannot be cooked.

## RPG 40



**Damage:** High  
**Range:** 18 meters

The RPG 40 is the most common anti-tank grenade you'll encounter. Carried by many German soldiers, it is a great weapon against either tanks or soldiers. The RPG 40 cannot be cooked.

## RPG 43



**Damage:** High  
**Range:** 18 meters

A slight variant on the RPG 40, the RPG 43 looks different, but has all the power of its predecessor. As with other anti-tank grenades, the RPG 43 has a limited range of 18 meters, and cannot be cooked.

## Smoke Grenade

**Damage:** N/A**Range:** 30 meters

The standard smoke grenade is identical to the M18 except in appearance. It does no damage, but can provide a momentary vision obstruction to enemies up to 30 meters away.

## Other Weapons

### Axe

**Damage:** High**Ideal Range:** 30 meters**Maximum Range:**  
41 meters

Axes can do significant damage, but their short range makes them less than ideal. The fact that they are completely silent weapons makes them great for situations where you want to remain undetected. The axe can only be aimed up to 30 meters, so you must get close to your target in order to effectively throw the axe. If you can get close enough to properly aim, the hit will likely be lethal.

**TIP**

Axes, knives, and crowbars can all be used multiple times. After a lethal strike, hit **Tab** to see your weapon, which should be lying near your victim. Pick it up to return it to your inventory.

### Crowbar

**Damage:** High**Range:** 2 meters

Though lethal, the crowbar can only be used at short range—you must be next to your opponent. For that reason, it is a last-resort weapon. It does have benefits: It is silent, and (like axes and knives) it can be reused.

### Knives

**Damage:** High**Ideal Range:** 30 meters**Maximum Range:**

42 meters

Like the axe, the knife is a weapon that should only be used when stealth is an issue. It can do considerable damage, but attempting to use it outside of its limited range will likely mean that you'll miss, or that you'll only inflict minimal damage and be instantly discovered. If you can get within range, the knife is lethal.

## Artillery and Mounted Weapons

This section covers weapons that, like vehicles, require a crew. The majority of these are artillery weapons, heavy cannons that are often the equivalent of tanks. In a few cases, though, they're more powerful than anything else you will encounter. This section also covers fixed machine guns, protected guns that help you secure an area in which you find yourself outnumbered.

## 8" Mortar



**Crew:** 2 (+4 guards)

**Range:** 103 meters

**Weapon:**

203mm mortar

The 8" Mortar is primarily used to protect the sea from incoming enemy

ships. It has a long range and fires huge shells. The 8" Mortar is devastating to almost anything that gets in its path. It can hold both a gunner and a commander, and the platform running around its edge accommodates four soldiers, allowing them to fire from an elevated position.

## AT Cannon



**Crew:** 2

**Range:** 60 meters

**Weapon:**

57mm cannon

A powerful piece of artillery, the AT Cannon, as its name implies, is intended for stopping oncoming tanks in their treads. Its 57mm cannon has a maximum aiming range of 60 meters.

## Flak 38



**Crew:** 2

**Range:** 60 meters

**Weapon:** 20mm

flak cannon

Don't let the small gun fool you: The Flak 38 may only fire 20mm rounds, but it fires them quickly from its four-barreled cannon. While not ideal against armored vehicles, the Flak 38 is an excellent weapon against aircraft and ground troops.

## Flak 41



**Crew:** 2

**Range:** 80 meters

**Weapon:** 88mm flak cannon

With its 88mm flak cannon, the Flak 41 is sufficiently powerful to take on anything that comes its way. It

has an aiming range of 60 meters, and requires two soldiers to operate at maximum efficiency.

## Mounted MG



**Crew:** 1

**Ideal Range:**

32 meters

**Maximum Range:**

60 meters

**Weapon:** Various machine guns

Mounted-machine guns offer the gunner more protection than if he was out in the field on his own. Mounted-machine guns are typically Brownings, and have a standard machine gun range of 60 meters, though they are most effective up to 32 meters.

## Nebelwerfer



**Crew:** 2  
**Range:** 205 meters  
**Weapon:** Nebelwerfer

The Nebelwerfer is the most powerful weapon in the game. It has an incredible range—almost twice that of its closest competitors. But more impressive than its range is its damage. The Nebelwerfer fires long-range missiles high into the air, and when they land, they destroy everything in the vicinity.

## Pak 40



**Crew:** 2  
**Range:** 80 meters  
**Weapon:** 75mm cannon

Though less powerful than the Flak 41, the Pak 40 still damages oncoming tanks and soldiers. It has less range than other artillery, and can only be aimed at targets up to 50 meters away.

## Watchtower



**Crew:** 1  
**Range:** 60 meters  
**Weapon:** 7.92mm MG-34

Watchtowers are great strategic weapons. Though the standard 7.92mm MG-34 isn't good against vehicles, it's excellent against personnel. The gunner is protected because of his elevation and the small house at the top of the tower. The elevation of the tower gives the machine gun a better range, making it effective up to 60 meters.

## ZiS 3



**Crew:** 2  
**Range:** 60 meters  
**Weapon:** 76mm cannon

With its two-person crew and 76mm cannon, the ZiS 3 is a standard artillery weapon. It is effective against all but the heaviest tanks, and can be aimed at targets up to 60 meters away.

# Equipment

In addition to all the lethal objects your soldier can carry, there are some that are beneficial, or at least useful. And there are some that are as lethal as standard weapons, but in indirect ways. This section covers everything else your soldier can pick up and wear or use.

## Bandage



Bandages heal your soldier a small fraction of health, and are useful in battle.

When your soldier is carrying bandages, a small red cross appears next to his portrait in the lower-left corner. A white number next to the cross indicates how many bandages he is carrying. To use a bandage, left click on the red cross.

## Barrel



Barrels are used to fuel your vehicles. During long missions, you will need to fill up your tanks. To refuel a vehicle, select a soldier and then move the cursor onto the barrel. The cursor automatically changes to a hand. Pick up the barrel and carry it to the vehicle, then click on the vehicle to fuel. Drop the barrel when you're done.

### TIP

Fuel can also be used to create more damaging fires. When carrying a barrel, click the use button and then click on anything you want to set alight. The soldier empties the barrel on the target, and you can use a matchbox to start the fire.

## Body Armor

Body armor doesn't completely prevent damage, but it absorbs a great deal of it. A soldier wearing body armor can withstand more damage than one without, and can even take point-blank shots from weaker weapons.

## Fuel Can



Use the fuel can to fill your vehicles with gas, or store it in the vehicle for later use. To use a fuel can, the soldier must first remove it from a vehicle's cargo hold, then find a vehicle which has fuel to siphon from. Click on that vehicle, and the soldier automatically fills the can. Then select drop (either by clicking the drop button or by pressing **D**). Click on your vehicle to store the now-full can.

Like barrels, fuel cans may also be used to pour fuel onto surfaces for increased flammability. While carrying the can, click the use button and then select your target. He'll pour out the fuel, and you can set the object on fire with a matchbox.

## Helmet



A helmet is a vital piece of equipment for any soldier. It protects your soldier from a single headshot, which can be fatal. After your soldier has been hit in the head once, the helmet flies off. It's not lost forever. Just press **Tab** to find the helmet, or any others that are nearby.

**TIP**

Some soldiers don't have helmets. That doesn't mean they can't wear them. Look for the helmets of fallen opponents on the ground and equip any bare-headed soldiers as soon as possible.

**TIP**

Potential mine fields are usually obvious—just look for areas already marked by the evidence of large explosions.



## Repair Kit



The repair kit is used to fix slightly damaged vehicles. Most damage to vehicles can be fixed. Have a soldier examine the vehicle where your repair kit is stored, then take it. The repair kit automatically becomes his active item. Place the cursor over the vehicle to be repaired, and the cursor turns into a pair of gears. Click the left-mouse button to begin the repairs.

The soldier automatically repairs damage. If the damage shows as red on the vehicle's schematic, the damage can be fixed. If it shows as dark gray, however, it cannot. A dark gray engine, tread, or wheel means that vehicle isn't going anywhere.

## Resuscitation Kit



The Resuscitation Kit is only available when playing through the campaign cooperatively with another player.

When a teammate falls on the battlefield, you can use the kit to revive him. To use it, select it as your active item, click use, and then click on your teammate.

## Matchbox



The matchbox is one of the most useful stealth weapons available.

Many buildings and objects burn nicely, and by using the matchbox you can set the blaze, hide, and often kill several enemies without being seen. To use the matchbox, select it as your active item. Move to the area you want to start the fire. Click on the ground near the soldier—the cursor turns into a small flame—and run for cover. In the right situation, you can burn down a few buildings with a single match.

## Mine Detector



The mine detector is one of the most important tools at your disposal.

Mine fields can wreak havoc on your men and vehicles, so identifying and clearing them is extremely important. To search an area for mines, open your soldier's inventory, and place the mine detector into his hand. Now click the use button. Click on the area you want to search, and the soldier walks there and searches for mines. It has a large range of effect, so if you suspect there are mines in a big area, you can find them by searching in only two or three spots.



# Chapter 6

## Katyusha



**A**s you battle through the game's five campaigns, one of the most important things to remember is that the enemy never reacts the same way twice. For that reason, providing a step-by-step guide to each mission isn't possible; there are simply too many variables to take into account. However, you will find that these walkthroughs give you strategies for potential approaches to each mission, and for effective ways to proceed through the maps.

Remember that improvisation is your key to survival. Learn the tips and tricks from the "General Strategies" section and put them to use when you find yourself in a jam. Be patient, scan the map, and notice potential threats before they get too close, so that when they finally get within attack range, you already have a plan to deal with them. When things get too chaotic, press **Pause** to stop the action.

The USSR campaign starts you off with a few units, which you use to take control of a heavily occupied village. From there, guide a small band of soldiers through a series of heavily guarded outposts, attempting to track and destroy a large movement of tanks. The first few missions offer you a challenging trial by fire, forcing you to put to use the concepts presented in the "Training Missions." Things get tougher and more specific as you get further into the USSR campaign, so use the early missions—especially the first that has no time constraints—to practice different strategies for stealthy maneuvering and full-scale bloodbaths.



### NOTE

The cardinal directions mentioned in the following walkthroughs assume north is the top of the screen at your starting position, and all other directions are given in relation to this.

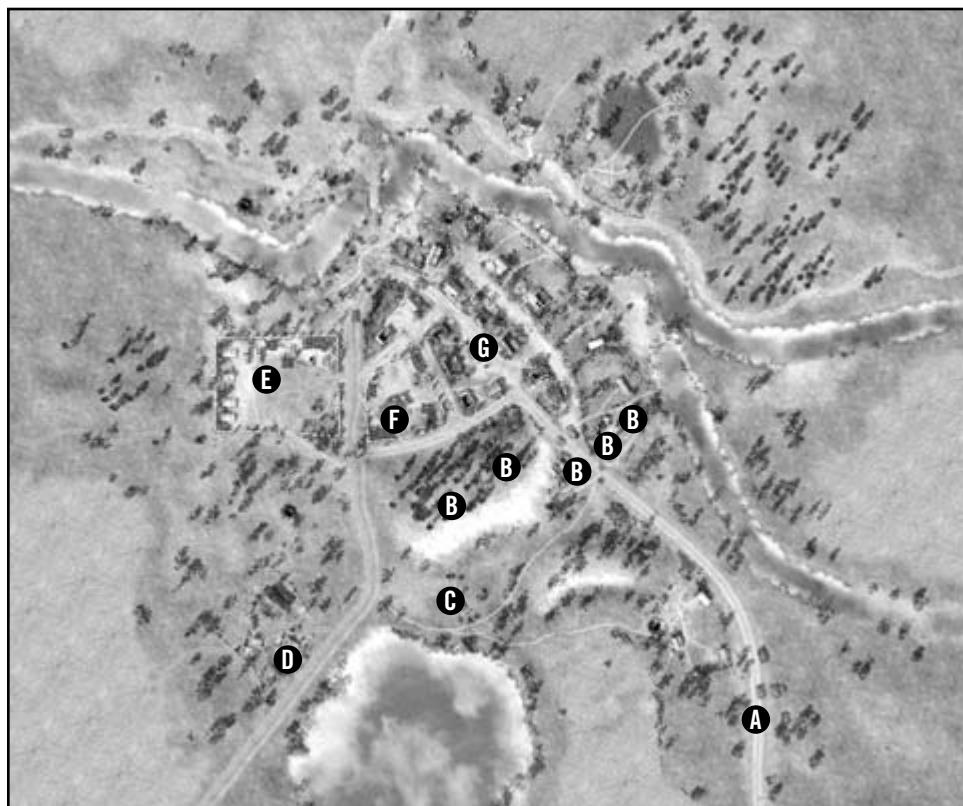
## Mission 1: Chepel

### Mission Objectives

- ★ Destroy the German defensive guns
- ★ Eliminate all traces of the enemy

### Units

- ★ Infantry
- ★ T-34
- ★ BA-20M



A: Starting Point

E: Vehicle Refueling Area

B: German Artillery

F: Chapel

C: Mine Field

G: Main Road

D: Outpost

German forces have overrun the small village of Chepel and decimated the Russian troops occupying the town. Your commander has decided that your unit, the 23rd Tank Corps, should retake the town from its captors. He plans a two-pronged attack. First, a small group of troops enters the town and takes out the defensive guns protecting it from a full-out assault. After you destroy the defensive guns, the bulk of the 23rd Tank Corps assumes their position in Chepel.



You are in command of the first assault. With only a few units, you must clear the town of enemies for the 23rd Tank Corps. There are five defensive guns to destroy, and a small army of armored vehicles and foot soldiers. The 23rd can't enter the town until you eliminate the occupying forces, so you have your work cut out for you. It requires both strategy and patience—a head-on assault will lead to the quick destruction of your small force.

There are two routes into Chepel. The first, and most dangerous, leads straight in via the heavily guarded road leading north from the starting point. While it is possible to approach from this direction, it is inadvisable. Approaching through the main entrance alerts a majority of the German forces and puts you at a serious disadvantage. Several foot soldiers and vehicles, as well as three of the five

defensive guns in the area, guard the road. Although these guns are targets for your objective, you'll have better luck taking them down after you've eliminated some of the nearby forces in a situation where you have better control of the odds.



Before choosing your approach, take a good look at the map and the enemy locations. You'll see a large field to the west and a small outpost to the northwest. A walled vehicle refueling area is located in the northern area of the town, just north of a chapel. To the west of this chapel, two artillery guns are stationed on a hill. A bit farther east is the heavily guarded main road.



**TIP**

Use the first portion of every mission to reconnoiter the map and get an idea of what you are up against. Scrolling around the map allows you to see where the enemy is positioned and where the relatively safe areas are located.



Select your infantry and mount the tank by clicking on it. Send both vehicles into the field to the west. Once you reach the center of the field, remove the infantry from the tank and have them crouch in the tall grass at the northeast area of the field. Set them to hold their position and to hold their fire; we don't want them getting involved in combat just yet.



Use direct control with the tank so you can actively control its fire. Remember: Take direct control over one of your units during firefights; you save ammunition and you have much better aim. There are a few soldiers patrolling the area. Shoot them down as they approach. Your fire attracts more units, which is a good thing. The more hostiles you can attract to this area, the fewer you'll deal with later.

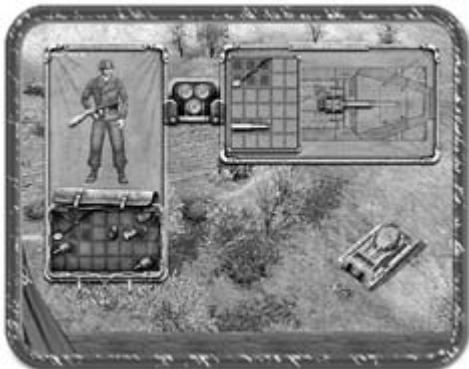


The SdKfz-250/3 situated at the northwest outpost may be attracted to the battle. If not, lure it over. If it doesn't approach on its own, send one of your infantry over to the outpost, take a few potshots, and run back to the field.

**CAUTION**

Disable the SdKfz-250/3, but do not destroy it. It carries an important item, and if you destroy it, you can't proceed via this route.

Take direct control of the tank so it doesn't bombard the SdKfz-250/3 with shells.



Once the SdKfz-250/3 is disabled, select one of your infantry units, press the Examine button, then search the vehicle. You find a mine detector. Equip it by dragging it into your soldier's hand from the inventory screen. Use the mine detector to search the road north of the field. The road is covered in anti-tank mines. Disable enough of these mines to clear a path for your vehicles, then move both the T-34 and the BA-20M to the now-empty outpost in the northwest.



### TIP

Before moving your vehicles to the outpost, use their cargo holds to carry a few anti-tank mines. You can use these later to set up ambushes in the town.

Before sending your infantry up to this outpost, search the bodies of the enemies for grenades and ammunition. Once both your soldiers have a good supply of each, move one of the infantry units to the base of the hill to the east. Have him ready an F1 grenade, and get into position so he can toss it at one of the artillery guns on the hill above. Destroy the gun, then repeat this process with the second artillery gun. That's two artillery guns down, three to go.



Move your infantry to the outpost. Have the tank drive over the woodpiles and the fence to clear a path north, and move all of your units to the area just north of the outpost. It's time to assault the northern vehicle refueling area, which will provide you with your next ambush area.

Approach the vehicle refueling area with all of your units. Set your infantry to hold position and hold fire, and move them somewhere safe. The northern wall of the area is an ideal spot, so long as they lie prone.



There are several vehicles stationed in the refueling area, as well as numerous German soldiers. Two fuel trucks are located at the northern end, an SdKfz-250/3 to the south of these, and an SdKfz-10/5 nearby. The first three are easy targets. The fuel trucks explode if you hit them, and the SdKfz-250/3 is surrounded by fuel barrels.

However, none of these vehicles is your biggest concern. It's the SdKfz-10/5 you want to watch closely. If any German soldiers get into this vehicle, you're in trouble. There are two soldiers stationed right next to it, and they immediately make a run for the vehicle once you've made your presence known. Take these soldiers down first, attacking from the trees just outside the refueling area. Then immediately take out anyone else in the area.



Enemies start moving your way in large numbers now, so direct control the tank to make the most of its firepower. Keep a close watch for soldiers about to throw grenades; target them first so your vehicles suffer minimal damage.

**TIP**

Get your infantry into the SdKfz-10/5 as soon as you eliminate all nearby forces. It's a great offensive vehicle and gives you a significant advantage in the upcoming fire-fight, which will be your most bloody yet. If you can't make it safely, destroy the vehicle so the enemy can't get to it.



After you defeat the first wave of attackers, repair all your vehicles (the repair kit is in the tank), and move into the refueling area to set up your next ambush. If you've brought along any mines, you can set them up on the road just south of the refueling area.

Depending on how many guards were alerted during the previous fight, there are likely not too many left in the immediate vicinity. However, there may be some around or in the houses east of the chapel. Attacking these soldiers alerts the nearby enemy tanks, so be ready for a serious fight. Move your infantry units to a safe position somewhere near your vehicles, and have them ready RPG grenades. There are plenty of crates and ruined vehicles around, so finding a temporary safe spot won't be difficult.



Scan the map for nearby enemies. Fire on German troops with the tank. This brings another wave of soldiers and vehicles. If you've mined the road, the vehicles are easy to deal with. If not, be ready to throw some RPGs. The second wave is a fairly large number of soldiers. Again, use direct control with the tank to take out any grenade-wielding soldiers. Some of the incoming troops may have bazookas as well, so target them first. This won't be difficult, as the bazooka is easy to spot and it takes them a bit of time to ready it. Your vehicles have a tendency to fire on other vehicles first, but foot soldiers can actually be more deadly if they can throw an RPG your way.

### TIP

If you see a German with a bazooka, have one of your infantry units grab the bazooka and ammunition after its owner is dead. The bazooka makes it much easier to deal with the remaining vehicles on the map.

This second wave consists of the majority of the troops occupying the center of town and, in doing so, tilts the odds in your favor. Search the nearby area for equipment. Hopefully, you'll find a bazooka or a Mauzer lying around. The latter is

useful for picking off any straggling soldiers in the northeast portion of town, while the latter proves invaluable against the remaining vehicles. Either way, move your tank onto the main road to finish off all the remaining Germans.



The only remaining traces of the German forces should be the few troops and the three artillery guns guarding the main road into town. Hit them with everything you have. Infantry carrying grenades are ideal against artillery guns. Artillery guns are inaccurate and slow, and will have trouble hitting a moving foot soldier. Once the guns and the soldiers guarding them are defeated, you've secured Chepel for the USSR.



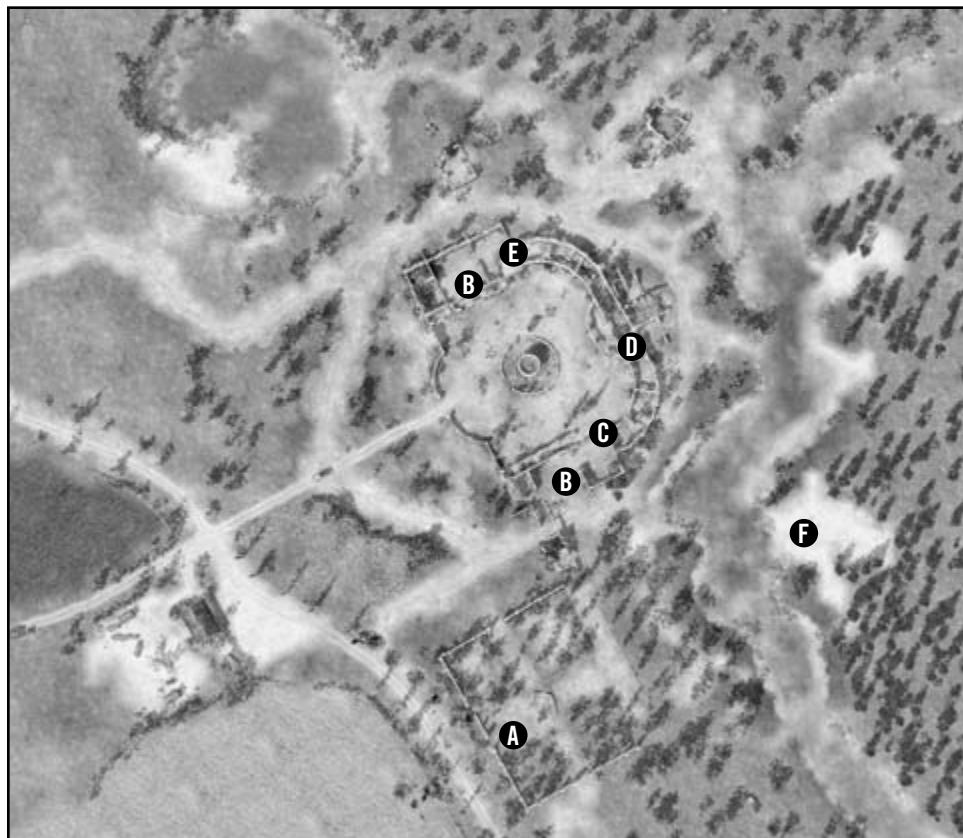
## Mission 2: Monastery

### Mission Objectives

- ★ Reach the paratroopers and help them defeat the Germans
- ★ Get the paratrooper to safety across the river

### Units

- ★ Tankmen (2)
- ★ Paratrooper



**A:** Starting Point

**D:** Outer Ring

**B:** Paratroopers

**E:** Exit from Outer Ring

**C:** Entrance to Outer Ring

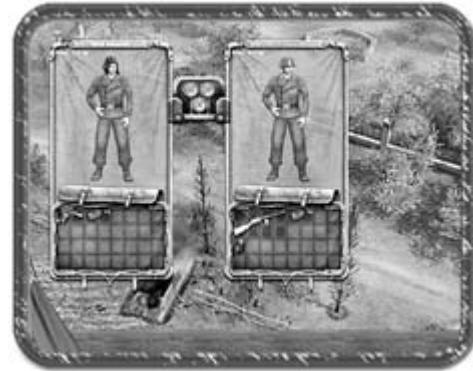
**F:** Exit Point

The occupation of Chepel is short-lived. Your commander, hearing of a large complement of tanks arriving at Prishib Station, decided that attacking the armor delivery was the best route of action for the 23rd Tank Corps. But the plans went awry; Chepel was recaptured and the attack on the armor shipment was a failure. The 23rd is in shambles, with a group of paratroopers pinned at the ruins of a monastery, and two former tank engineers their only hope. You must lead these tankmen through the heavily guarded monastery and rescue the surviving paratroopers before you can continue with your primary goal—destroying those tanks on their way to Prishib.

You begin this mission with two tankmen, each equipped with a pistol, and one with a Molotov cocktail. You also have a short time limit, so act quickly. Your first goal is to reach the paratroopers pinned at the northern side of the monastery. If you scan the map at the outset, you'll notice another group of paratroopers at the southern side. These soldiers are a lost cause, and you won't be able to help them no matter how quickly you move.



Getting to the paratroopers will be difficult. The monastery is heavily occupied, and more Germans constantly move in. The only way to reach them is by going through the monastery itself because they are pinned in at the rear, which is otherwise inaccessible. Luckily, there's a shortcut you can take, and it significantly lessens the risk of moving through the ruined building.



First, select the tankman with the Molotov cocktail and send him to the area near the southern paratroopers. Have the Molotov ready to go; you're going to need it momentarily. As he's moving, have the second tankman search the body to his west. Grab the fallen soldier's equipment, then have this tankman follow the first, readying his new weapon and taking up a strategic position south of the monastery. The wall running along the north of your start point is a good spot.

### NOTE

This mission, and the three that follow, require you to control a very small group of soldiers. Remember to use **(>)** and **(<)** to quickly cycle between them.

When the first tankman reaches his destination, immediately throw the cocktail at the tank attacking the nearby paratroopers. You need to hit it dead on, so aim for the turret. The tank catches fire, and its occupants scatter. Most of the tank operators catch fire and are killed, but pick off the stragglers with your firearm.



More soldiers come from the west. Have both tankmen attack from safe positions. Once the coast is clear, move your tankmen into the first ring of the monastery. Don't enter the central area—it is heavily occupied, and you'll be a sitting duck if you charge straight in. Keep moving; take direct control of one of your soldiers so you can more efficiently hit any enemies that get close.

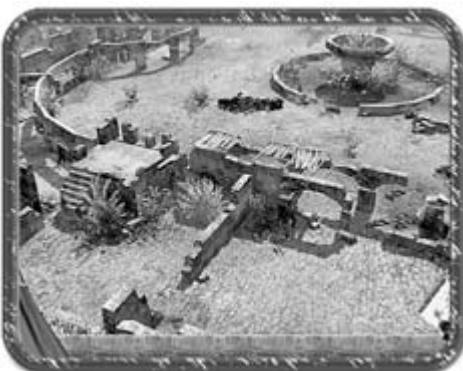
**TIP**

Getting through the monastery is much easier if you use the outer ring as a passageway.

In the outer ring, you'll notice a wall to the east. Throw a grenade at the wall to open a passage. Enter the passage and take down any Germans that follow. There are several openings in the outer ring, giving you a safe vantage point from which to shoot at the Germans in the central area. Use these as you see fit, but the most important thing at this point is to keep moving. Continue around the eastern side of the monastery



until you reach a wall at the north. Throw a grenade at this wall to open another passage. Move through, and walk around the wall to the paratroopers pinned down here.



When you approach the paratroopers, you receive your second mission goal. You need to make it across the river to safety. The bad news is that only one of the paratroopers survives. There is nothing you can do to prevent this. The good news is that he has a DT machine gun at the ready. Move your tankmen and the surviving paratrooper back into the outer ring.



Making it through the outer ring this time is somewhat tougher. Many reinforcements arrive, and they'll begin advancing on your men. Use the semi-circular openings to provide cover fire for your troops as they move. Have one or two units crouch at a window while the others advance to the next window, then repeat the process. As always, use direct control for maximum effect. You should be able to take down a number of Germans as you proceed.

When you reach the southern side, send one of your units to the small pillar at the opening of the ring. Have him fire upon anyone that approaches from outside the monastery. If you took out the tank earlier, your final movements will be much easier. If you didn't get the tank, you'll need to do so now.



The explosion, which originally opened the outer ring, may have opened another small passage leading out to the south. If not, throw a grenade at the corner where the west wall meets the south wall. Hold your position here until you've cleared a path to the river. Swap out soldiers at the front point if anyone gets too hurt, and keep the paratrooper as your primary shooter; his DT machine gun is a very powerful weapon. When the path is clear, have both tankmen and the paratrooper dive into the river and swim across to the marked area, where they'll be safe from the German forces. Now it's time to find and destroy those tanks.



## Mission 3: Last Ride

### Mission Objectives

- ★ Get to Dudkov's cottage and meet with him
- ★ Stow away on the outbound transport wagon before it leaves

### Units

- ★ Tankmen (2)
- ★ Paratrooper



**A:** Starting Point

**D:** Dudkov's House

**B:** Water Tower

**E:** Train (Exit Point)

**C:** Flammable Building

The first stop is this small train station, where you meet with a man named Dudkov, who helps you find a way to Prishib Station. The village near the station is crawling with Germans. Stealth is the key to surviving—at least at first. You don't want to attract too much attention, but at the same time, you don't want to avoid combat altogether. Once you meet with Dudkov, the mission takes a turn for the difficult and becomes time-sensitive, so taking out a few Germans in the first portion makes things a bit easier later.



You start south of a small barn. Immediately take cover against the barn wall, because a German patrol passes by. Shoot him from your vantage point. Now lie prone and move all three soldiers across the road to the north to the wire fence surrounding the train yard.

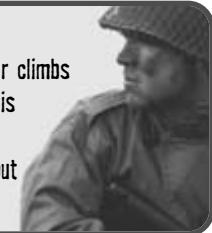
There is a small gap in the barbed wire fence. Crawl through the gap, making sure the lone patrolling soldier doesn't see you. Once your units are through, take cover behind the small house to the east. Have the paratrooper assume a position at the corner, so he can fire at any soldiers who pass by. Most likely, you will be spotted in the next section. Do not worry about this—you gain a significant strategic advantage very shortly.



Shoot the patrolling guard, then head to the building to the north. Crouch beneath one of the windows to give you cover as you engage the enemies inside the building and beyond. Kill everyone in sight, using two soldiers if needed. Once the train yard is mostly free of enemies, make a beeline for the water tower and climb up.

### TIP

It is best if the paratrooper climbs the water tower, because his DT machine gun is a much better weapon for taking out large groups of enemies.



When the paratrooper is in place, have him use his elevated position to take out any enemies guarding the tracks to the north. Most likely, the soldiers to the east aren't alerted yet, but keep the paratrooper trained on the road to the northeast just to be sure. Make sure he is set to fire at will.



Make sure one of your tankmen has a matchbook in his inventory (if neither has one, he can obtain one from the paratrooper). Send the fire-wielding tankman to the small yard east of the train yard. Stay prone while approaching the yard, so as not to be spotted by the Germans inside or to the south. There is a wooden house here, with a few stray pieces of lumber lying on the ground to the north. Set fire to the pieces of lumber and take cover. After the soldiers inside are dead, search their belongings to find another machine gun. Now send this tankman up the water tower to join the paratrooper.

Select the other tankman, who should still be waiting patiently by the house. Move to the north end of the train yard, then go prone. Crawl through the northern yards to Dudkov's cottage, avoiding any patrols you see. Be very careful as you pass the orange house located west of Dudkov's cottage; there are two soldiers inside.



When you reach Dudkov's, crawl in and listen to his advice. Once he's finished telling you the plan, the clock starts ticking. A train will be arriving at the station to bring reinforcements, but your troops on the water tower should prove a formidable defense. Have your tankman leave Dudkov's house and move past the northern houses to the train yard.



Your guards on the water tower should have their hands full at this point. German reinforcements will be disembarking from the train to the north, and also streaming in on all sides as the combat

attracts attention. Move around and cover all sides from the water tower, so no Germans can get into a position to take out your troops still on the ground.



When the German forces are pinned or defeated, move the tankman into the transport wagon, which is the wooden train car just south of the water tower. When the clock indicates you have about 30 seconds remaining, select the units from water tower and send them back down. Have them board the train, which carries you to your next destination.



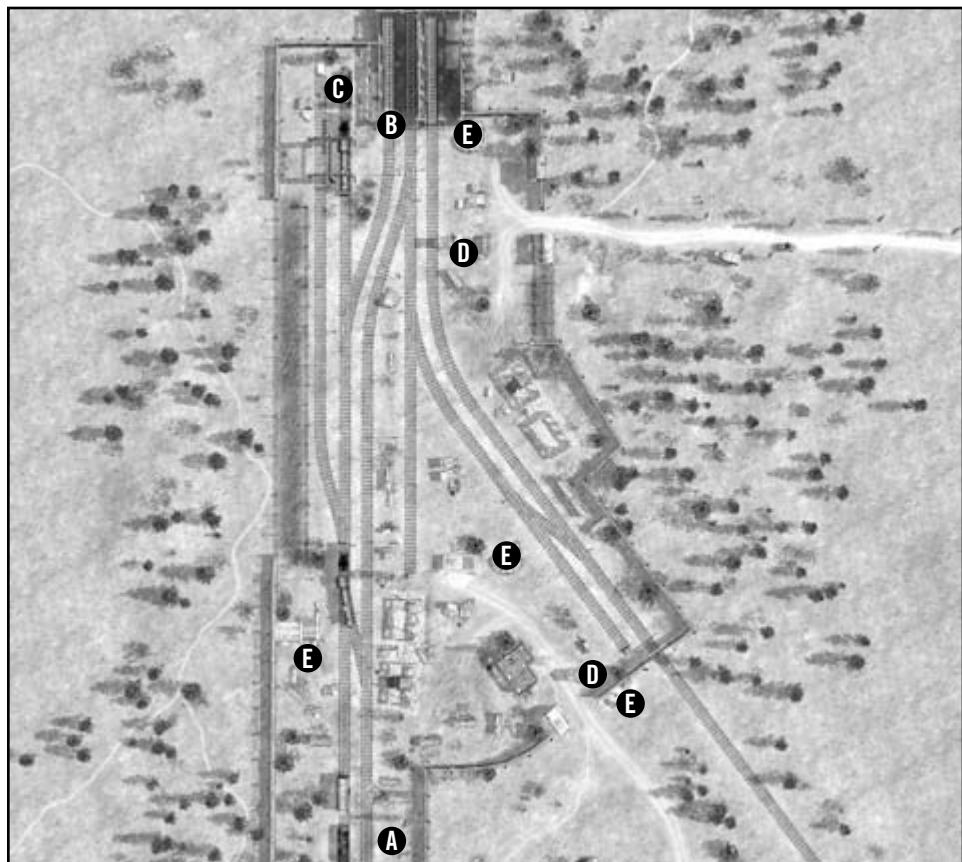
# Mission 4: Theft

## Mission Objectives

- ★ Capture the single engine
- ★ Eliminate all defending Germans
- ★ Attach engine to Katyusha and escape via the main gate

## Units

- ★ Tankmen (2)
- ★ Paratrooper



A: Starting Point

D: Watchtower

B: Single Engine

E: Mounted-machine Gun

C: Katyusha



Your team has successfully made it to the train yard where Katyusha is being kept. The yard is heavily guarded, and you only have a small team at your disposal. With these men, you must steal a steam engine, hook it to Katyusha, and escape through the main gates.

Scout the area. Train tracks divide the train yard, and two watchtowers overlook the eastern side. Katyusha is in the northwest corner, and a mounted machine gun is the main defensive feature of the west side. Germans are everywhere, so making it to the train requires a slow but steady progression through the yard.



Have your soldiers ready and load their weapons. Your men aren't well-armed, so one of your first priorities should be finding better guns—especially for the tankmen.



After they're locked and loaded move all three of your men to the woodpile ahead of their starting point. Have them take cover behind it, with one at either edge and one in the middle. From here, they should easily take out most incoming Germans.

Set them all to fire at will mode, and make sure they hit the closest targets. While the tankmen take on the incoming Germans, select the paratrooper and press **Ctrl** to activate direct fire mode. Take out the German on the mounted machine gun to the northwest.

When the coast is clear, move one of the tankmen to the mounted machine gun. Stop and attack Germans firing at you along the way. Before using the mounted gun, ensure the small building next to it is empty. There are two Germans stationed in here at the outset; if they haven't joined the fight yet, kill them now. Then jump on the gun, and set it to fire at will mode.



Move your paratrooper across the yard into the building north of the mounted gun. Move the second tankmen to one of the crate piles south of the gun. More Germans will be coming in, including a few riding BMW-R12s. Between your three soldiers, you'll have no trouble taking out the incoming troops, but have direct fire mode active for the tankman near the crates. The others have more powerful weapons and are fine on their own.



Germans begin coming from all sides. In addition to the BMW-R12 riders, men stream in from the small building to the east, and a few patrols come from the north. When it quiets down, check the map and make sure there are no more Germans in range.

**TIP**

Whenever there's a pause in combat, search all the bodies for ammunition and grenades. Your men run out of ammunition quickly, and you don't want it to happen when the bullets are flying.

It is quieter now, and the southern portion of the map is mostly free of Germans. Gather up ammunition and equipment, and have the paratrooper grab some machine gun ammunition from the mounted gun. Move all three soldiers to the buildings east of the mounted gun.

There are a few more key targets to take out before moving north. Select one of your tankmen and move him to the woodpiles northeast of the starting point. From here, take out the German sniping from the building to the east, as well as the soldier in the watchtower near the main gate. Getting rid of them now makes the next section easier.



Select one of your soldiers and begin moving north. If you can find a rifle on the ground, grab it now. A large woodpile is to the buildings' north. Throw a grenade at it to kill a German on the other side. There's a mounted machine gun to the east. Quickly run and take cover at the nearby crates. Throw a grenade at the German operating the gun, then move slightly north to the small white building.

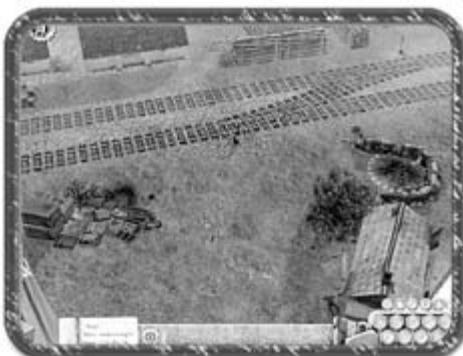


The next targets are the snipers in and around the two buildings on the far eastern side of the map. There's a single German near the crates to the west of these buildings—take him out with gunfire if possible, because a grenade destroys the crates, and they're an ideal spot to take on the snipers.



Move to the crates and use the rifle to take down the two Germans at the wood-pile ahead. Fire at the snipers through the windows of the building. If necessary, use a grenade or two near the walls to try and scare them out of their hiding spots. Even if they don't come out, you'll do additional damage.

If you're having trouble sniping them with the rifle, move the paratrooper onto the nearby mounted machine gun. He isn't effective against all of them, but he can hit the gunner in the southern building.



Select one of your tankmen. Run up to the wood-pile between the tracks in the northern half of the map. Search one of the nearby Germans for rifle ammo, then aim around the woodpile and shoot the soldier in the northern watchtower. A few more Germans approach. Switch to your submachine gun and take them out.

Drop to the prone position and crawl toward the mounted machine gun to the north. Ready a grenade and, when in range, toss it at the gun. Scramble up the ladder into the watchtower. Use the tower gun to fire at everything that moves.



Note that two Germans are hiding behind crates in the northeast corner. Try to hit them from the watchtower, but because they're at the limit of its range it may be difficult. Keep firing at them to keep them pinned.

Select another soldier and move toward the two Germans. Take cover behind one of the steel pillars and take them out. This should be the last of the guards. If not, make a quick sweep and kill anyone remaining. Now select one of your soldiers and climb into the single engine.



Drive south along the tracks. As you move, you'll need to switch the tracks. It's quickest to have a second soldier move alongside the train, but you can have the driver jump out and switch the tracks when needed. Drive past the first junction and then switch the tracks behind the train. Drive in reverse up to Katyusha, and it automatically attaches to the train. Now move south again.



Continue south to the second junction, and make sure both tracks are switched so you can drive onto the track directly next to the starting point.

Now switch the track behind the train, and drive in reverse to the north. Drive back to the building where you found the single engine, but this time you should be on the eastern track.

When you reach the building, switch the track at the junction ahead, and move south again. At the next two junctions, pull the switches as needed to switch to the eastern-most track.



As you reach the gate, it automatically opens. If needed, get the mounted gunner on the south side of the main gate. Hit him by tossing a grenade over the wall. Drive the train through and continue south out of the train yard. Katyusha is yours.



## Mission 5: Prishib Station

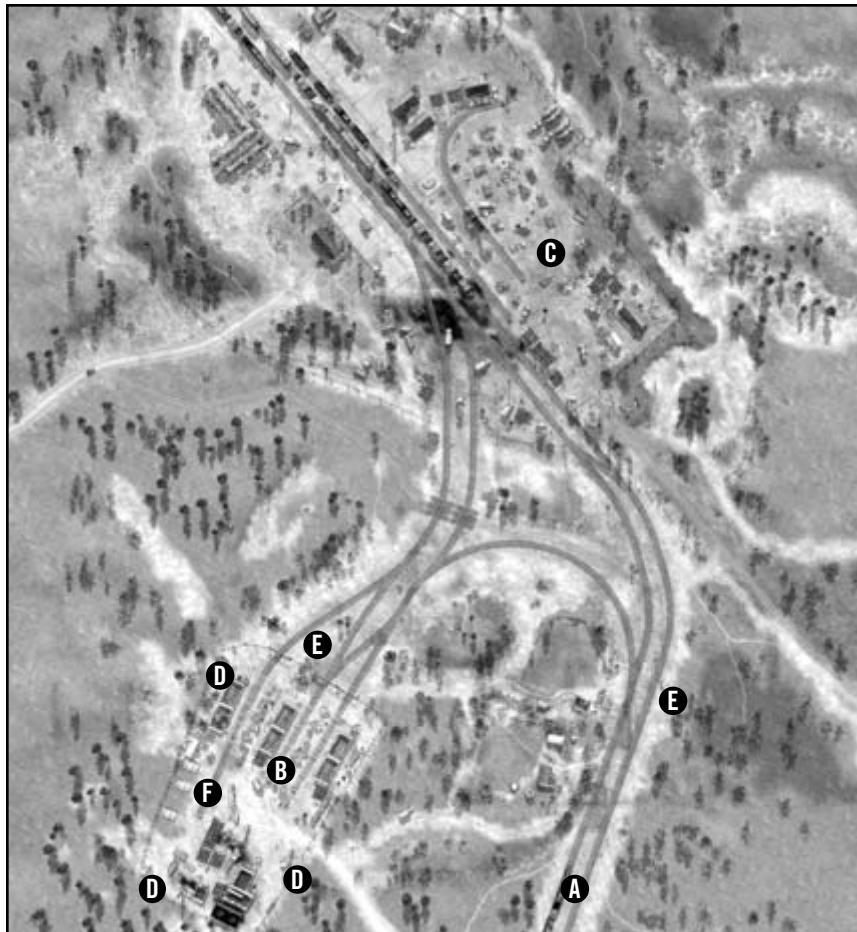
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### Mission Objectives

- ★ Eliminate all nearby Germans
- ★ Move Katyusha into a suitable firing position
- ★ Launch the Katyusha rocket system at stationary armor targets
- ★ Ensure all armor targets are destroyed

### Units

- ★ Tankmen (2)
- ★ Paratrooper



A: Starting Point

B: Katyusha Firing Point

C: Armor Yard

D: Watchtower

E: Mounted Machine Gun

F: Train (with explosive cargo)

This is it. You've finally found the armor depot, and you have Katyusha in your possession. But getting the vehicle into position to fire won't be easy—the most promising spot is in the middle of a heavily guarded train depot. Your pressing deadline complicates matters. You must act quickly and precisely to succeed. First, take out all the nearby patrols so the train safely transports Katyusha to the depot. Next, eliminate all resistance at the depot. Finally, transport Katyusha to the depot, and unleash the vehicle's power on the tanks.



Take a quick look around the map. To the far north is the armor yard. Your soldiers don't need to approach this section—if you succeed in your mission, you can use Katyusha to demolish everything in the area. However, it's good to know where it is so you don't inadvertently wander into it.

Now check the southwest area of the map. This is the depot where you must deliver Katyusha. This will not be simple—the depot is very heavily guarded, and all entrances are locked. Pay close attention to the positions of the three watchtowers, so you don't accidentally wander into range.

**NOTE**

A supply crate next to your starting position contains a PTRS and ammunition. The PTRS is a powerful sniper rifle.



When you've scouted the map, ready your weapons and load them up. Have one of your tankmen take cover at the front end of the train, while the paratrooper makes his way to the nearby bushes. Several Germans are patrolling the area. Kill them quickly, then move the mounted machine gun to the north. Take out the gun operator and his two guards, then send the paratrooper over to take control of the gun.



With the paratrooper on the gun, send your two tankmen into the shrubs to the northwest. Take out the guards patrolling the road, as well as those hiding behind the houses to the north. This area is heavily guarded. There are Germans in and around most of the houses, so move carefully. Once you reach the shrubs, stay covered. With the tankmen in the foliage and the paratrooper on the mounted gun, you can clear out the houses without trouble.

When the coast is clear, search all bodies for grenades and ammunition, then move the tankmen through the field to the west.

### TIP



Before heading toward the depot, pull the switch at the first track junction. This expedites moving Katyusha when the time comes.

Two Germans are patrolling the small valley to the north; kill them both and continue west. Your next target is the mounted gun near the north gates to the depot. The gun is guarded by two soldiers, so be careful. Have one of the tankmen hide in the shrubs near the gun. Have the other ready a grenade. Use the tankman in the shrubs to provide cover fire while the other tankman runs out onto the tracks and throws the grenade at the gunner. Then quickly send him back to the nearby foliage's cover. Alternately, you can use the PTRS to take out the gunner and his guards.



The grenade likely attracts guards from the depot, as well as some from the north. Kill anyone who comes within range, then begin moving south along the depot fence. Kill the soldier guarding the truck to the south.

At this point, remove the paratrooper from the mounted gun, and examine the gun to get ammunition for his DT. Have him move toward the depot's east gate. You want all of your men to take up spots in the trees and shrubs to the northeast of the gate. Set them to hold fire mode; don't trigger this ambush until everyone is in position.



When your men are set up among the trees, set everyone to fire at will and take direct control of the paratrooper. Immediately start firing at the watchtower near the east gate. The gunshots attract more Germans. Stay in the cover of the trees, and kill

everyone who comes within firing range. Make sure you get the guards near the watchtower. After that area is clear, send one of your men into the tower.

**TIP**

If the Germans don't open the east gate during the firefight, throw a grenade at it.

Shoot at everyone from the tower. You should be able to clear out most of the southern portion of the depot, though at least one German remains hidden in the building to the southwest of the watchtower, and those hiding amongst the wood piles are difficult targets.



These Germans are your next targets. Select another soldier, and send him into the depot. First, approach one of the windows on

the building to the southwest of the tower. Kill the German inside so he doesn't cause a problem for you as you move west. Now take cover at one of the nearby woodpiles. Be in position to fire on the watchtower to the west. Use the woodpiles as cover, then peer around and shoot at the gunner. Kill any other nearby Germans, then quickly run over and climb into the southwest tower.



Send one of your men back to climb into the train. Don't move it yet, but be ready when the time comes.

There are two ways of clearing the remainder of the depot. One is difficult, and one is risky. The riskier method, however, is easier and faster. To quickly take out the remaining guards at the depot, move all soldiers to a safe spot near the east gate. Select one and ready a grenade. Your target is the cargo car on the train on the western-most track. Throw a grenade at the car, then take cover. The train is filled with mines and dynamite, and the whole thing will blow, taking all the buildings and the soldiers inside with it.



The problem with this method is that you attract patrols from the armor yard when the train explodes, and you don't have the equipment to deal with the heavier vehicles that could arrive. If you opt not to risk it, there is another method.

Use the southwest tower to kill the remaining visible soldiers. Climb down. Toss a grenade at the building north of the tents—there's a sniper inside. Don't move past this building until he's dealt with.



Take cover at the bunker to the north. There's a third watchtower in the northwest corner of the depot. Kill the gunner, then climb into the tower.

There are still some Germans lurking around, but they are all hidden in the six bunkers in the depot's center. Lure them out.

Either shoot some potshots at the bunkers, or use another soldier to lob grenades at the buildings. This will either drive them out or destroy enough of the buildings that you can snipe them from the watchtower.

### TIP



If you didn't blow up the train, grab some dynamite from its cargo car. Use the dynamite to blow up the bunkers, which will either kill the occupants or drive them out so your man in the watchtower can snipe them.

You complete the first objective when the depot has been cleared of enemies. It's time to move Katyusha into position. First, however, you must open the north gate to the depot. Use a grenade or dynamite on the gate to knock it down, then take cover.



Drive the train down, heading west at the first junction. If it moves straight into the armor yard, reverse, get out, and switch the track. Continue driving along the track as it bends south, and at the second junction switch over to the left track and go into the depot.

**NOTE**

If you don't remember where Katyusha needs to be, check the destination point by clicking the eye symbol on the objectives screen.

When the train reaches its destination, remove the driver from the engine, and send him and another soldier into Katyusha. Press **Ctrl** to enter direct fire mode, then

aim at any of the tanks in the armor yard. Fire the rockets. Continue firing at all of the tanks and the German armor shipment will be destroyed.

**CAUTION**

If you don't get Katyusha to the station quickly, a train from the armor yard attempts to hijack your train. This German train is armed with mounted guns. If you see this train approaching, you must act fast. Kill the gunners, then kill the driver. If the train manages to attach itself to Katyusha, do your best to stop it before reaches the armor yard.





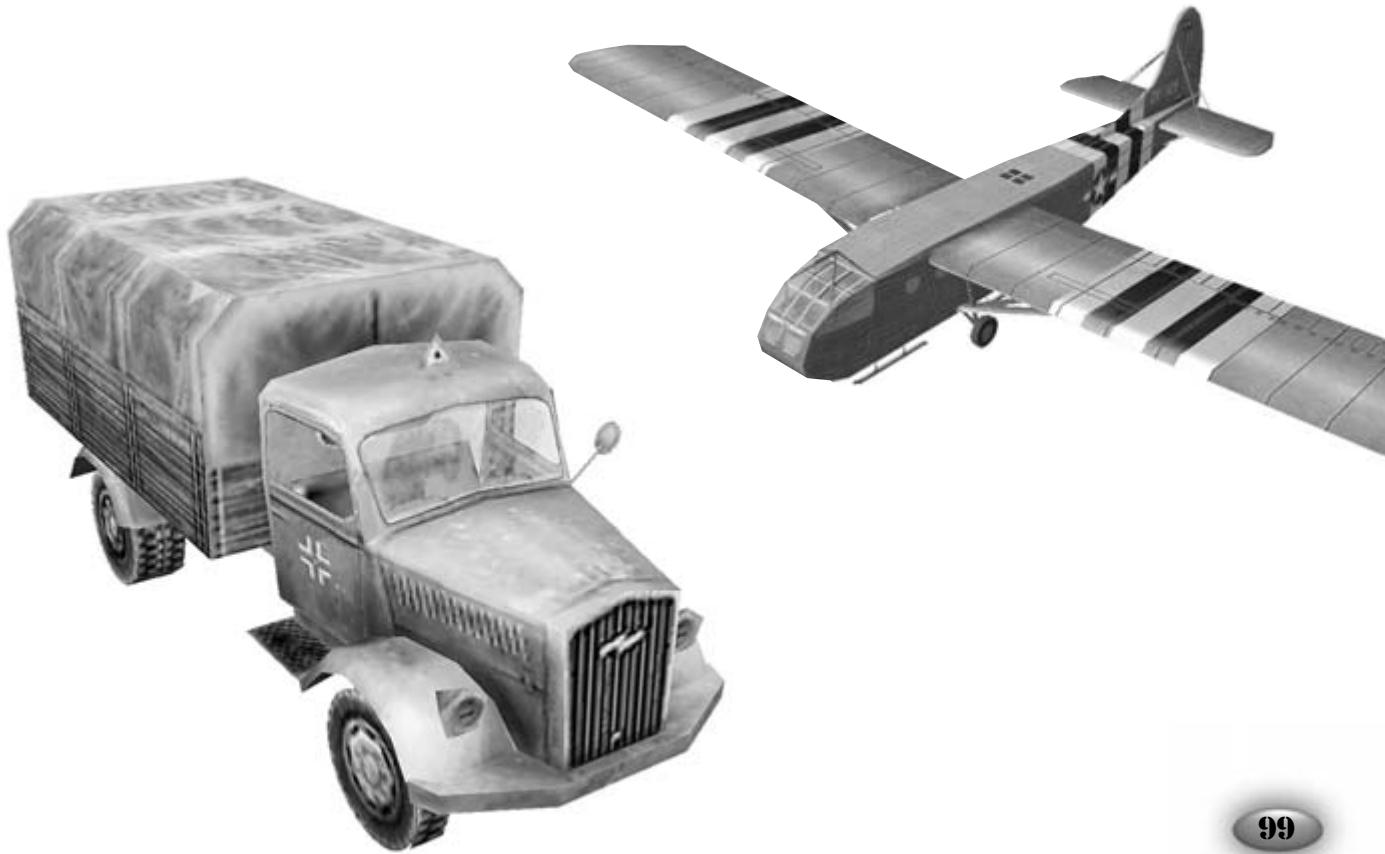
# Chapter 7

# Project America



The British campaign gives you control over a small, elite troop called Condor's Squad. Stationed aboard the *Trident*, the Condor's Squad is given only vague details of its mission: Get to the beach at Dunkirk, then go to the town of St. Pol-Sur-Mer to meet a French Resistance agent who has vital information about German activity in France.

However, it soon becomes clear that the plan won't be as easy as it sounds. The beach at Dunkirk is not a tropical escape; it's a heavily fortified German installation. And the information Odetta has, when they finally find her, is of grave importance, and requires the Condor's Squad to head out into dangerous terrain to succeed in the mission.



# Mission 1: Lighthouse

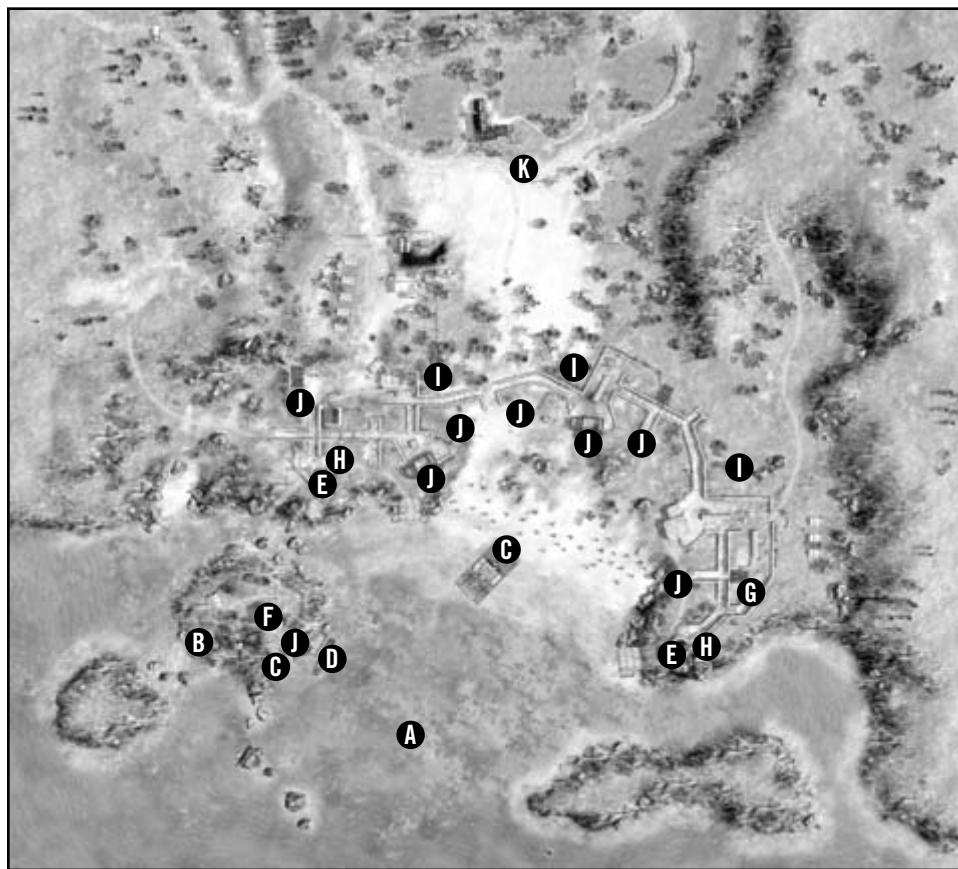
## Mission Objectives

- ★ Take out the searchlights
- ★ Steal the patrol boat
- ★ Provide a safe landing spot for the commandos
- ★ Destroy the lighthouse and the artillery
- ★ Escape via the meet-up point

## Units

- ★ Commandos

A: Starting Point	G: Crate with Dynamite
B: Island Beach	H: Artillery Shells
C: Searchlight	I: Watchtower
D: Patrol Boat	J: Mounted Guns or Minor Artillery
E: Artillery Targets	K: Exit Point
F: Lighthouse	



En route to stealthily invade the beach at Dunkirk, the small Condor's Squad team encounters an unforeseen problem: The Germans have an impressive installation on the beach, guarded by heavy artillery and two massive searchlights sweeping the area. The beach is all but impenetrable by sea, and the Condor Squad's tiny raft won't make it to the shore if spotted. A lone soldier, however, may be able to disable the searchlights and steal the torpedo-armed patrol boat, providing cover so the rest of the squad can land safely.

This mission is broken into two sections. In the first, you have a brief amount of time to take out the searchlights sweeping the sea. After that, you must find a way to destroy the lighthouse on the small island, and then destroy the huge artillery cannons on either side of the beach.



This mission isn't easy. A quick glance at the map shows that you're up against a significant number of enemies, and they're well entrenched and heavily fortified. Successful infiltration of the German base requires a combination of stealth and all-out brute force. There are two major sections to the mission, so don't feel overwhelmed at the outset. The first section is fairly straightforward, and won't be a problem as long as you don't get spotted.

Your first commando drops into the water near the map's center and out of reach of the searchlights. Swim toward the rocks on the west side of the map. Move to the far side of the rocks and use them as cover; swim from one to the next, avoiding the searchlight on the island.



Swim to the small beach on the west side of the island, timing your approach so that the patrolling guard is walking away, toward the lighthouse, as you crawl onto the island. Drop prone when you hit dry land and quickly crawl to the nearby shrubs. Ready one of your knives, and toss it at the guard standing with his back to you, near the campfire.

### TIP

Knives are great weapons when you need to remain undetected. They have great range and can be reused.



Ready another knife and stay crouched in the bushes. The patrolling guard will be coming back this way. If you're hidden, he won't see you. Instead, he investigates the body. Throw the knife at him while his back is turned. Crawl over and search the two bodies, and pick up your knives. Head back to the cover of the shrubs.



Near the lighthouse are two guards: one with his back to the wall near the door, and another who patrols in and out of the lighthouse. Ready your Welrod and fire a shot at the patrolling guard. When the other guard peers around the corner, shoot him as well. You must be at the northern end of the shrubs to hit him.



Another guard is patrolling the far side of the lighthouse. Wait until he is out of view, then run over and take cover against the lighthouse's west wall. When he comes back, hit him with the Welrod or a knife. Search him, and then move back to the west wall of

the lighthouse. Lean around the wall to the south and shoot the searchlight operator. Drop down and crawl toward the patrol boat.

You're going to be attacked soon, and you have a few choices as to how to defend yourself. You can throw a grenade into the lighthouse, you can use a mounted gun on the east side of the island, or you can get on the boat and use one of its machine guns. The last option is the least desirable because you will attract more attention. The best bet is to grab the mounted gun near the searchlight.



As soon as you touch the gun, the guards run out of the lighthouse. Spin around and shoot them all as they emerge. Once all the guards are dead, search the bodies for medkits and grenades. Grab a better weapon as well; the time for stealth is over. Shoot the searchlight to make sure it won't work again, and then climb into the patrol boat.



### NOTE

Getting through the first section quietly makes it easier, but it isn't necessary. You'll be able to complete your objectives even if you alert the guards, so don't worry if you're spotted. If you are seen, grab a better weapon and fire at the guards as they pour out of the lighthouse.

Drive the boat south, then turn north so it faces the floating platform where the second searchlight is located. Fire a torpedo at the platform to sink it. Move the boat forward, and then mount its forward gun. Shoot out the searchlight on the platform, and fire on any Germans in range. Clear the beach for the incoming soldiers.



When the beach is clear, two soldiers land in an airbag. Ready their weapons and get them to cover behind one of the concrete slabs. Don't forget the commando on the patrol boat. Order him to

exit the boat and swim over to meet up with his countrymen—if he hasn't picked up a better gun yet, now is the time to do it.

Your first objective is the artillery cannon on the eastern side of the installation. Getting there isn't easy. First, shoot the guards on the ridge to the east, and hit the mounted machine gun operator as well. Send all three soldiers up the hill, and have them jump over the barricade near the mounted gun. Have one commando man the gun, and set it to fire at will.



The commando on the gun fires at Germans headed this way. Move the other soldiers down to take cover in the trench, and fire at anyone who is out of range of the mounted gun. When the area is relatively clear, turn the mounted gun on the artillery cannon and take out the Germans stationed there.



A full APC is headed your way, if it hasn't arrived already. Activate direct fire of the mounted gun and kill the soldiers as they jump off the truck. Try to get the gunner. Turn the mounted gun on the watchtower to the north, and take out the German operating the gun.

This area should be unoccupied now, but keep the mounted gun pointed north in case enemies approach. It's time to get rid of the first cannon. There are two ways to do this. The first method uses artillery shells. Search the crate near the cannon for shells, and drop two or three at the base of the cannon. When the shells are in place, move everyone away from the cannon, then detonate the shells by lobbing a grenade at them. Alternately, you can use dynamite found in a crate to the east of the mounted gun. Either way, the cannon will be blown to pieces.



Select all three soldiers and gather them at the north end of the area. Send one up to the watchtower, and have the others take cover at the corners of the trench that winds north through the base. From the watchtower, kill everything in range. The shots attract more Germans, so stay ready for a continual stream of opposition. Hit the

machine gun operator to the west, and have the two soldiers on the ground take down anyone who slips past the gun.

When the area is clear, begin moving north. Remove the commando from the watchtower, and have him move along the outside of the trench, while the other two move along its interior. Move one commando to the mounted gun and fire on the Germans on the beach. Move the second commando up through the trench and take out the next watchtower guard. Now move the commando outside the trench to the watchtower.



The commando has his hands full inside the tower. Germans swarm up the beach and through the trenches. Use direct fire for efficient shooting and hit the next mounted gun operator, directly to the southwest. Make sure he doesn't single-mindedly attack vehicles, especially after their gunners have been removed. Kill the drivers when the battle winds down, but use direct fire to make sure he doesn't just hammer away at vehicles while he's being shot at by foot soldiers.

As this fight is happening, have the lone commando on foot take cover near the watchtower and provide support fire in the trench. When there's a break, move him to the bunker south of the watchtower. Take cover outside the door, lean in, and kill the gunner inside.



Go inside the bunker and grab the gun. Start firing at any visible Germans to the west. Remove the commando from the other mounted gun and move him to the *next* mounted gun along the beach. It's quicker and safer if he jumps one of the barricades and runs along the beach itself. When he has control of the gun, spin around and take out the third watchtower guard, then turn the gun on anyone else in sight.



Once again, remove the commando from the watchtower, and have him run to the third watchtower and climb inside. This will be the most hectic fight yet, so direct fire is an absolute necessity. First shoot the truck to the north. These fuel trucks explode, and hopefully take out the nearby Germans with them. If not, kill everyone as they come up the hill. After the northern area is empty, swing the gun south and start firing at any remaining Germans in the trenches. When the trenches are clear, turn the gun north again and fire at the sniper in the building.



Bring the other soldiers over to the trench south of the watchtower. You still have three major targets to take out before finishing with your objective targets. The first is the house to the watchtower's west. Throw a grenade at the house from the trench. There are soldiers inside, and you want to drive them out into range of the watchtower, or kill them outright with grenade blasts. Once the house is emptied, move south toward the next bunker. The gunner inside is shielded from the doorway, but a second doorway inside provides cover as you take him out.

The final target is on the base's far west side. It's a small artillery cannon manned by two Germans. Throw a grenade to take them out. Get to the gun after doing so, as the blast attracts the attention of

the soldiers stationed to the west. If they come running, gun them down with the cannon. Also use this cannon to take out the guards on the second artillery objective.



Now you can complete the final objectives. First, destroy the lighthouse. Select two soldiers, and have them take control of the artillery cannon. Do not destroy it yet. Instead, aim the cannon at the lighthouse and fire.

**CAUTION**

Don't destroy the second artillery cannon before using it to destroy the lighthouse.



After the lighthouse is destroyed, remove your soldiers from the cannon. A crate nearby contains artillery shells. Grab them and place two or three around the base of the cannon. You must carry them one at a time, so it will take a couple of trips. When the shells are placed, back your men into the trench and throw a grenade at the shells. The explosion destroys the cannon.



With all three objective targets destroyed, the only task left is to escape. The exit point is near a house to the far north of the base. Check your map to make sure there are no Germans lurking between you and the exit point. If there are, kill them before proceeding. When the path is clear, run to the exit point to complete the mission.



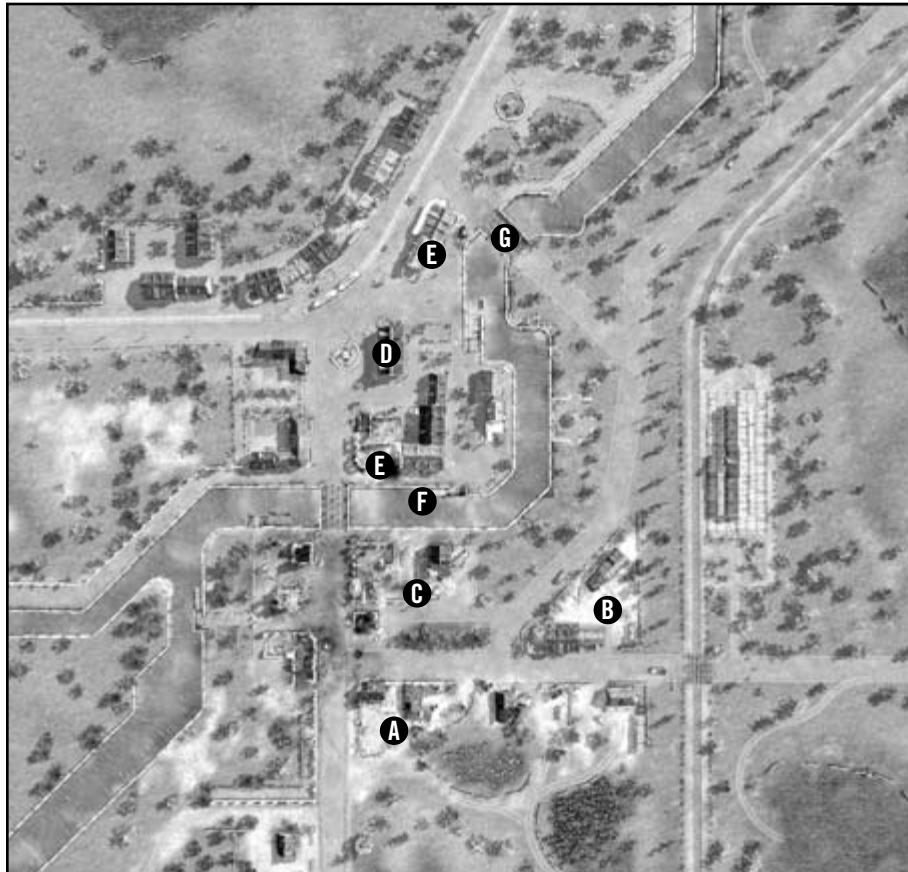
## Mission 2: Rendezvous

### Mission Objectives

- ★ Establish contact with the French Resistance agent at the rendezvous location
- ★ Head for the Commandant's Office
- ★ Rescue Odetta Viar and ensure her safety
- ★ Destroy the defended bridge
- ★ Locate a boat and escape

### Units

- ★ Commandos
- ★ Odetta Viar



- A:** Starting Point
- B:** Rendezvous Point
- C:** Flak 41
- D:** Commandant's Office
- E:** Dynamite
- F:** Fishing Boat
- G:** Target Bridge

A French Resistance agent, Odetta Viar, is awaiting Condor Squad at a rendezvous point in St. Pol-Sur-Mer. Your team does not know the reasons for the meeting, they were only given the location and the password. The small town is heavily occupied, but thankfully the rendezvous point is nearby, away from the major force of the enemy.

Scouting the map, you'll see that the center of town is the most heavily occupied, with guards in the town center and a large cannon to the south of the river near a bridge. Several vehicles patrol the streets, so you'll want to avoid them at all costs. Your goals at this point are to meet Odetta Viar and not call attention to yourself. Some early combat is necessary to make it to the rendezvous spot, but don't alert the whole German force to your presence.



The rendezvous point is northeast of your starting position. The road is lightly guarded so getting to the point won't be difficult. Still, be prepared. Select your group and hit the holster icon, then hit the ammo icon so their weapons are loaded up and readied. Now take cover against the wall

directly to the north. There's an APC patrolling the area, and you don't want to be seen this early in the mission.



One of your soldiers will be equipped with an Enfield rifle. Select him, and move to the burned-out building to the east. Watch for the German soldier patrolling along the patch of grass to the north. If you get a clear shot at him, take him down.

When you get to the burned-out building, take cover against the south wall and recon the area. A soldier patrols the street and, though you may not see him, a sniper hides in the building to the northeast. Use the nearby crates as cover and shoot the patrolling soldier. Now move east and find cover; there are some barrels you can use, or you can move against the wall to the north. Look for the sniper in the windows—he may have seen you already, in which case he won't be difficult to find. Shoot him and then search both the bodies in the street.



Before going to the rendezvous point, bring your other soldiers over. On the way, have the soldier with the submachine gun pick up a better weapon from one of the fallen Germans. Ideally, pick up a full-fledged machine gun and whatever ammunition remains on its former owner.

There's a wall to the south, directly across the street from the rendezvous point. Move both soldiers behind this wall, facing the rendezvous, and set them to fire at will. Move the Enfield-wielding soldier into the rendezvous point. It's time for plan B!

Quickly move the soldier across the street behind the wall with his mates. They provide cover fire. Kill everything that comes your way, and make sure no enemies sneak around to your east. If they do, have one of your soldiers rush around to take them out before they can get up behind you.



Concentrate on vehicles first. Use grenades to take down the vehicles, and toss grenades at the house north of the rendezvous point. The Germans in the house will wait for you to approach. Secure the house to the marker's west, too. When the ambush ends, you receive your new objective.

First, however, it's time to play vulture. You're likely low on ammunition, if not completely out. Search the bodies and give all the rifle ammunition to the soldier with the Enfield. If you haven't upgraded from the submachine gun yet, now is the time to do it.



Your next objective is to get to the Commandant's office, where your contact is being held prisoner. Between your men and the prisoner is a bridge, and to the south of that bridge is a Flak 41 cannon, with several Germans guarding it. Have all three of your soldiers take cover behind the wall that runs southwest-northeast by the rendezvous point. Select the soldier with the rifle, and take aim at the Germans on the cannon. Kill them both. The nearby guards begin moving on your position, but they're no match for your three crack-shot soldiers.

Move over to the cannon. Before taking control of it, search the nearby crate for some Molotov cocktails, machine gun ammunition, and a 7.92mm MG-42. Take whatever ammunition and supplies you need—you definitely want the Molotovs—and then have two soldiers mount the cannon, while another takes cover at the barricade surrounding it, facing north or west.



Activate direct fire on the Flak 41. You have limited ammunition, so it's best not to let your men shoot at anything that moves (at least not until you take out the SdKfz-10/232 patrolling the area). When that's gone, use the Flak 41 to attack everything else in the area—but try to use it against clusters of Germans and soldiers hiding behind walls. Use a ground soldier to hit any nearby Germans the Flak 41 can't reach, and then remove your men from the cannon and search any remaining bodies.

Your next goal is to find Odetta Viar. She's being held across the river, in the building east of the statue that marks the center of town. She's heavily guarded, so don't just storm into the area. Preparation will make the upcoming battle much easier.



Set up your men along the wall on the south side of the river. Select one and move across the bridge into the burned-out building to the north. Search the crate there, and remove the anti-personnel mines. Take everything if there's room, but the anti-personnel mines are the most important items. Move west into the road. Don't move too far north yet, as you don't want to alert the soldiers guarding Odetta. Place all the mines in the middle of the road, then run north. Her guards run out after your soldier. Run him south across the bridge.





The mines get a few of the guards, while your men at the bridge will get the rest. More will follow, including an SdKfz-10/223. Shoot the gunner and the driver to render the SdKfz-10/223 useless—having this vehicle at your disposal will be handy in the next section.

As you're fighting, watch the courtyard carefully—if the Germans escort Odetta out of the building, you'll need to quickly get over to her and kill her captors. If they make it to the edge of the map, she'll be executed.

### CAUTION

Don't let the Germans take Odetta from the map—if they lead her away, you lose the mission.



After you've defeated the first group of Germans, move north across the bridge. You need to get Odetta, so kill any remaining guards and select her, then move her somewhere safe. When she's with you, you'll be given your final objective.

The final task requires you to commandeer a boat and escape. Unfortunately, it isn't quite as easy as it sounds. The water route is blocked by a heavily guarded bridge that you must destroy to make your getaway.

If you managed to keep the SdKfz-10/232 intact, have two soldiers take command of it now. If not, be methodical as you make your way to the target bridge. If you haven't yet, grab the dynamite from the crate in the burned-out building. Move up the street located to the east of the burned-out building, taking out the snipers in the windows as you move north.



When you reach the north end of the street, hit the snipers in the buildings to the north. You attract the attention of the Germans guarding the bridge. Shoot the infantry, then throw a Molotov or a grenade at the vehicle with them. Keep one of your soldiers on the gun of your vehicle; keep him targeting the incoming soldiers, and throw a Molotov at the tank if it approaches. When you have a clear path, use the dynamite on the bridge.



Head back to the south and load everyone onto the boat. Pilot the boat down the river to the east and follow it when it turns north. Pass through the now-destroyed bridge, and continue sailing northeast to safety.

Once you've escaped, Odetta shares her information. It seems a test of a new German rocket system, the V-3, failed, and a prototype crashed nearby. You must get your hands on that technology for the Allies.



## Mission 3: Crash Site

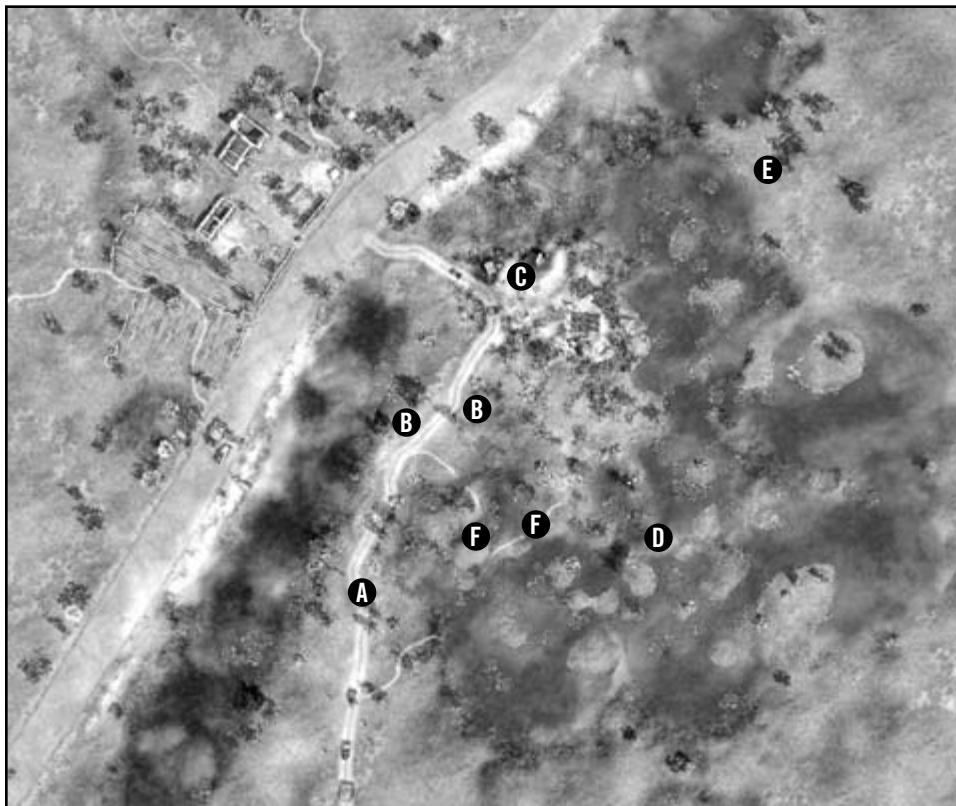


### Mission Objectives

- ★ Secure the crash site and recover the guidance system
- ★ Find a safe path through the marsh

### Units

- ★ Commandos



**A:** Starting Point

**D:** Swamp (see detail map)

**B:** Snipers

**E:** Exit Point

**C:** Crash Site

**F:** Marked Path

With the help of Odetta Viar, your team has located the crash site of the V-3. Unfortunately, the crash site has already been secured by German troops. You must eliminate the guards from the area and find the guidance system for the V-3. You have your work cut out for you: The V-3 crashed in a treacherous swamp. One false move means instant death for your men, so you tread carefully as you make your way to the crash site.



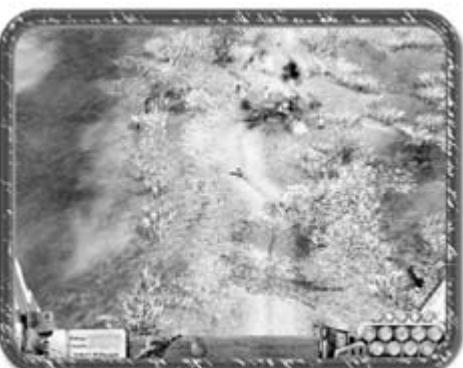
This is a short, simple mission that provides a change of pace from the more involved missions in this campaign. Though there are plenty of Germans, there are also plenty of places to take cover and snipe.

Move your men into the shrubs on either side of the road. Make sure the soldier with the Enfield has the best line of sight. Check your map: You'll see several red dots along the road. These are snipers, who have taken cover amongst the bushes. Have your rifleman take out the first two snipers—you should be able to get them with a shot or two each.



The shots attract Germans from the crash site. Stay covered, and hit them in the road as they approach. You have the advantage of both elevation and cover, so they shouldn't pose a significant threat. You'll most likely be able to take them all out without a scratch.

Move your rifleman forward and search the first sniper's body for ammunition. Take cover in the shrubs, and move your other soldiers forward. Again, take out the snipers ahead. Check your map for their locations—both are on the road's west side, hidden amongst the bushes. More Germans will approach, including a BMW-R12. Again, take them out from cover on the sides of the road.



## CAUTION

Avoid the water as you move along the road. If a soldier hits a bad patch in the swamp, he drowns instantly. The safe paths are marked with red flags.



Turn your attention to the remaining soldiers at the crash site. You may be able to snipe a few with your rifle. Try to hit the gunner in the open vehicle. The more Germans you can take down from the main road, the better.

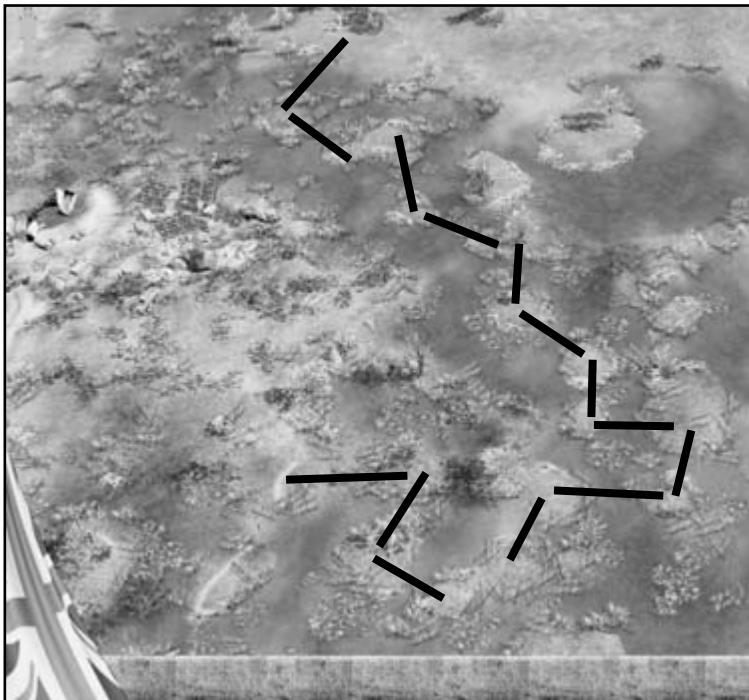
Move across the safe paths in the swamp. These are marked with red flags, and they lead to the southern portion of the camp. Lie prone and sneak past the vehicle. Crawl around to the crates in the central section of the camp. Inside the crates you'll find a Molotov cocktail. Throw it at the remaining

vehicle, and pick off the crewmembers as they emerge. The camp is secure.



Unfortunately, the guidance system has been removed from the V-3. You need to get to its destination before it does, but the only chance you have is to find a safe path through the maze-like swamp. This isn't easy, because a false step means instant death.

To safely navigate the swamp, follow the route marked on this map:



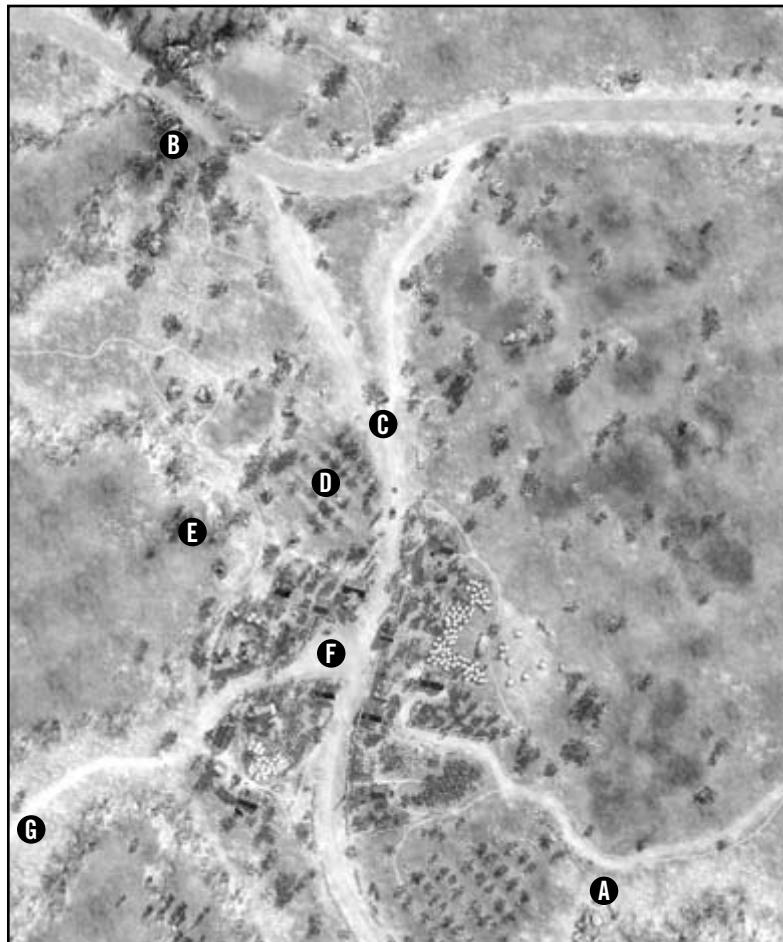
## Mission 4: Ambush

### Mission Objectives

- ★ Block the exit to the northern road to divert the convoy
- ★ Ambush the convoy and retrieve the guidance system from the truck. The guidance system must not be destroyed
- ★ Once the system is secure, escape via the southern road

### Units

- ★ Commandos



**A:** Starting Point

**B:** Blockade

**C:** Ambush Point

**D:** Forest

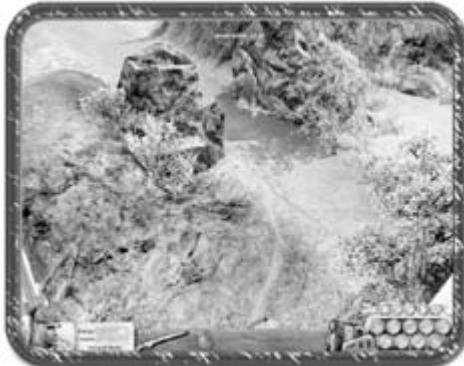
**E:** Hill

**F:** Town Center

**G:** Exit Point

The path through the swamp led you to Brouckerque. At the outskirts, you find signs of a struggle. The woodcutter whose trail you followed has been killed, along with a few Germans. The convoy carrying the guidance system passes by shortly. They are en route to the airfield at Saint-Omer, most likely planning to fly the V-3 guidance system back to the labs in Germany. The Germans do not want the technology to fall into the wrong hands, but that's exactly your goal.

The convoy's route takes it down the road running along the area's north side. Your first goal is to redirect the convoy—if the vehicles get to the pass before you divert them, the guidance system will be transported out of reach. Once the convoy is diverted, you must attack the vehicles and any guards, and capture the guidance system.



Examine the road. There is a massive boulder in a canyon at the west end. This provides a suitable blockade, provided you can find a way to knock some of it loose. And first you have to get there.

First, search the woodcutter and the dead soldiers. You'll find some Molotov cocktails, ammunition, and an axe. The latter is a decent throwing weapon, but the Molotovs are most important. Grab these.

Once again, your rifleman proves to be the most valuable player of Condor's Squad. Select him, and kill the guard to the north. Now select the entire unit, and begin slowly moving across the grassy field to the north. When you reach the first set of trees, stop and take out the Germans to the west. There are several along this road; snipe as many as you can with your rifleman, then search their bodies for ammunition. At least one will have rifle ammo.



Continue northwest, hugging the water as much as possible. The town is overrun with Germans, and you don't have time for a heavy firefight yet. Attack anyone in range, but the most important thing is to keep moving.

Before you reach the dirt road, take cover in the foliage. Watch the road carefully; it is heavily trafficked by German vehicles. When the road is clear, run across and hide in the forest to the west.

Drop prone and begin crawling northwest toward the boulder. Stay in the bushes when possible to avoid being spotted by passing vehicles. When you get within forty meters of the Germans near the boulder, select your rifleman and have him take out the guards at the SdKfz-10/223. Stay hidden—there are more guards lurking behind the vehicle, and you don't want to get ambushed. Wait for them to come to you, or run up to the vehicle and get inside.



You can use the SdKfz-10/232 to eliminate any nearby guards, but do not to destroy the jeep. Examine the jeep's cargo to find two anti-tank mines and an anti-personnel mine. There's nothing like a few mines to help set up a proper ambush.

First, however, you need to block the road. Equip a grenade and throw it at the huge rock on the south side of the road. The rock breaks apart, sending its massive pieces down to the road, blocking movement through the valley. The first objective is complete.



Now search all the nearby bodies for ammunition and grenades. When you're stocked up, select all three soldiers and crawl back toward the forest near the junction in the dirt road. This will be your ambush spot.

Place the anti-tank mines in the road. You don't want them in the middle of the road, for reasons that will become apparent when the convoy arrives. Instead, place them on either side of the road, outside the path itself. Place them relatively close to the road, but not on the road itself. As for the anti-personnel mine, place that anywhere on the outer edge of the forest.



The convoy should be close, so take cover. Run through the forest and stop near the boulders on the west side. Have one of your soldiers ready a Molotov, and then throw it into the trees near the building complex to the south. This complex is full of enemy soldiers, and you don't need a bigger fight than is already headed your way. Keep the rifleman near these boulders, and move the other two soldiers up the hill to the west.

The convoy will be approaching by now. Placing the mines on the outside of the road allowed the motorcycles to bypass them—a good thing, considering there's a tank behind these bikes. If you positioned the mines correctly, they should destroy the tank and its riders.



The explosion warns the others, and they begin searching for you. Dozens of men jump off the truck and out of the APC. Once the truck is unloaded, however, it attempts to escape. Have your rifleman shoot the driver and the passenger, then run up and join his mates on the hill.

The shot alerts the Germans to your whereabouts and they move up the hill toward you. Have a soldier throw a Molotov cocktail into the forest. This blaze should take out most of the incoming Germans. Those that remain will have trouble hitting your men because of their elevation. Kill all the Germans that approach. Once the convoy guards have been killed, collect their ammunition and head down to the truck.



Before exiting the forest, kill any stragglers still down at the junction. Then search the truck for the guidance system. If there are any surviving vehicles, get into them now. If not, you'll have to head into town on foot.

Be careful as you move through town. There are several guards stationed here, and there are a few snipers in the buildings. Slowly make your way through town, eliminating any Germans you see. Once the town is empty, make a dash for the exit point, located at the end of the road heading southwest out of town.



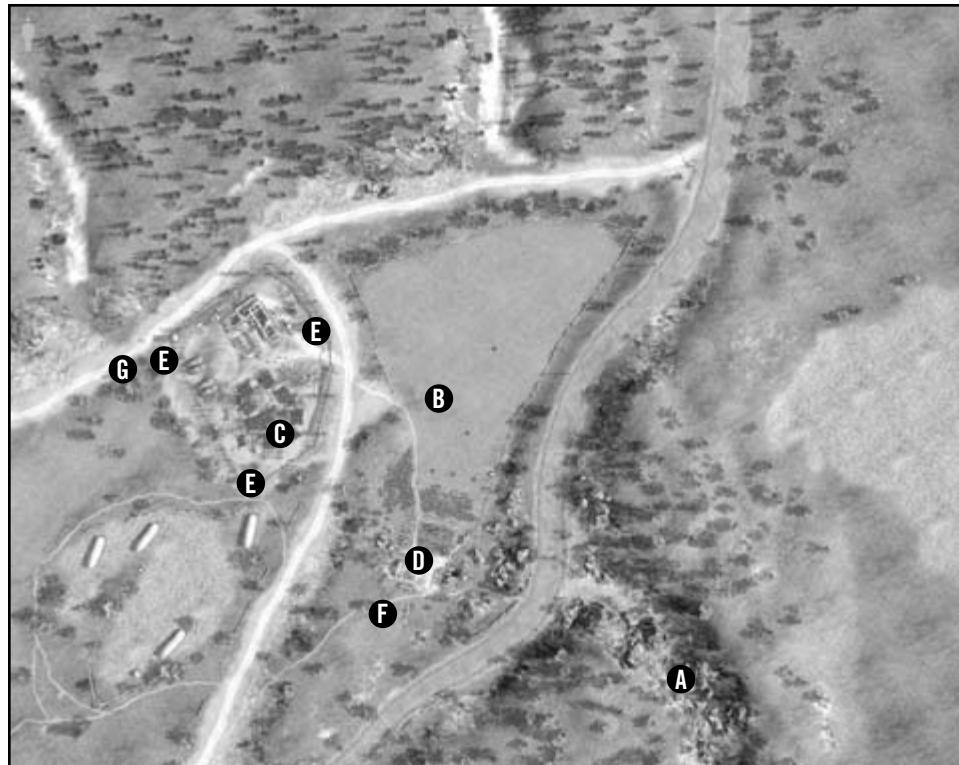
## Mission 5: Rescue

### Mission Objectives

- ★ Secure the landing zone
- ★ Find some way to signal the plane so it can land in the large field
- ★ Rescue the pilot and then escape, heading for Saint-Omer airfield
- ★ The pilot must not be killed

### Units

- ★ Commandos
- ★ Pilot



**A:** Starting Point

**E:** Watchtower

**B:** Landing Field

**F:** Pilot

**C:** Fuel Cans

**G:** Exit Point

**D:** Wood Piles

Now that the guidance system is in the possession of the Condor's Squad, the goal is to get it out of France and back to Britain. A pick-up flight has been arranged, and the pilot has agreed to meet you in the large field nearby. Unfortunately, the dark night is not ideal for landing, and so the pilot needs for you to find some way to signal him so he knows where to land.

Making matters more difficult is that a fairly well guarded German base, a fuel and ammunition depot, is located in the area. This means enemy resistance will be somewhat high, and the enemy will be on high alert due to the strategic importance of the outpost.

This is your first and primary objective: Turn the large field into a makeshift landing strip. To do so, you need to find a way to build a fire. Think back on your basic training and the solution will probably become obvious. But setting the fires will have to wait. You need to find supplies and there are dozens of Germans patrolling the area—they must be dealt with first.



Your team begins in a small valley in the southeast corner. There's no time limit, so take a moment to scout the map. A small group of Germans is situated outside the entrance to this valley. A smaller

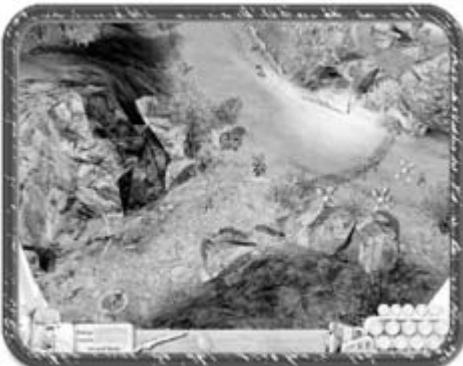
group guards a road to the north. The majority of the hostiles are stationed at a base to the west. This base is guarded by several watchtowers.



The final point of interest is the field, which will become the landing strip. This field dominates the center of the map; notice that it is marked by several small circles. These will act as a blueprint for setting your signal lights.

Once you have the lay of the land, select all your men. Click on the holster to ready their weapons, then click on the ammunition icon to load their guns. Drop to a prone position and begin crawling out of the valley. Have the rifleman shoot the guard visible from the valley—he patrols from the mouth of the valley to the rocks to the west.

The shot will attract the others. Set your men to fire at will, stay low, and shoot everyone who approaches. Two BMW-R12s appear; kill the passengers but try to keep at least one of the vehicles intact. Search all the bodies. Matchboxes are the most important thing to look for. Several guards will have them, so gather up as many as you can, and divide them among your soldiers.



Select all of your men and jump on the BMW-R12. Drive slightly south, then cut across to the dirt road to the west. Park the bike in the field to the southwest of the German base. Set your men to hold fire, and lie prone. Use either the rifleman or the machine gunner to take out the operator in the southern watchtower. Throw a grenade at the fence to knock it down, and then send the soldier with the submachine gun up into the tower.

From the vantage point of the tower, begin firing at all the occupants of the base. The tower doesn't have enough range to hit the other towers, but you can take on everyone on the ground. The Germans try to hide behind the building in the northeast corner. Drive them out by firing in their general vicinity.

## CAUTION

When operating the watchtowers in the base, be careful not to hit the fuel barrels in the center area. You're going to need them momentarily.



Move a second soldier into the base through the broken fence. Stay covered, and move into position to fire at the watchtower in the northwest corner. Kill the operator, then turn your attention on the last and final tower in the northeast corner.



Send your rifleman into this tower. APCs occasionally roll down the road to the north; it will be the rifleman's job to deal with them.

When the first APC arrives, activate direct fire mode on the tower and begin firing at the vehicle's gunner. Then fire at the cabin to take out the driver. The passengers approach the tower, but you should have no trouble picking them off. Another APC will be coming shortly, but let's finish cleaning up the map while we wait.





Check your map. The last few guards should be at the northern end of the main road, at the junctions where it meets the dirt road that leads to the base. In the meantime, Germans may have arrived and taken up positions in the valley where you started. Ignore them for now. Send your machine gunner east down the dirt road to take out the two Germans at the end. Head back to base after completing the task.

If a second APC has arrived, use the same strategy you used on the first. Hit the gunner and then the driver—who will undoubtedly become a gunner. Then kill all of the vehicle’s passengers. After emptying the second APC, remove your soldiers from the towers and have all three meet in the center of the base.



Search the nearby barrels and crates for fuel barrels—you’ve found them when the cursor changes to a hand. Find three fuel barrels, and have each soldier grab one. Find two in the center and one along the northwest fence.

Carry the fuel barrels into the field, and set them down near the circular markings. A pair of recently arrived Germans patrols the house near the field. Kill them before proceeding.

Have each of your men grab a cord of wood from the small wood piles near the house. Place a cord of wood on each of the circular markings. This takes several trips, and during that time a large complement of German armor arrives. This isn’t good—you aren’t equipped to deal with opponents of that caliber. Work quietly and hope they don’t see you. Caution is key. If you feel in danger of being spotted, drop down prone and wait for the vehicle to retreat back to the road.



When each marker has a cord of wood, pick up the fuel barrels and pour fuel on the wood. If you are carrying a barrel and you move the cursor over the wood, the icon changes to a drop of liquid—click the left mouse button to pour the gas.

Drop all of the barrels far from the wood piles. You don't want to create accidental explosives. The final step is to use matches to light each of the fires. When all five are lit, the plane arrive—and will be unceremoniously shot down.



Begin moving west to meet up with your pilot. He'll be standing near the wreckage to the west of the field. Select everyone, including the pilot, and begin crawling west toward the haystacks. When you reach the southwest field, stand up and begin running toward the exit point, which is on the dirt road in the northwest corner of the map.



# Mission 6: Freedom

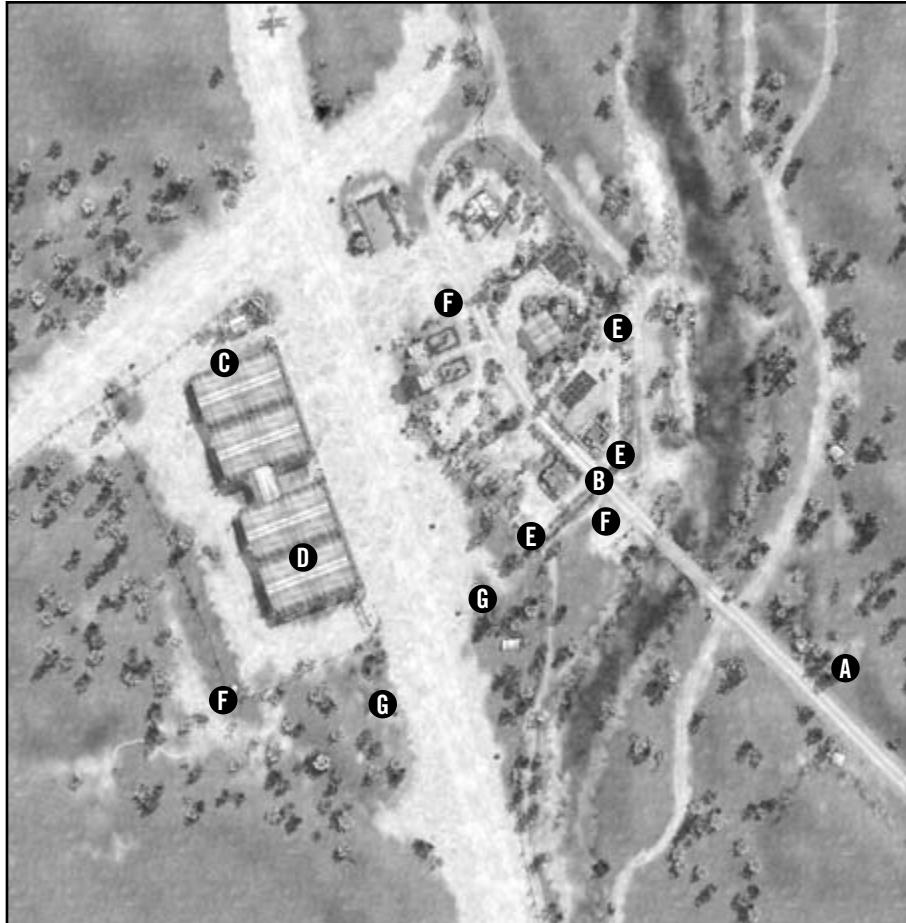
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## Mission Objectives

- ★ Find a way into the airfield complex
- ★ Secure the plane in the large hangar
- ★ Get the pilot and the guidance system to the plane and ensure that he escapes safely

## Units

- ★ Commandos
- ★ Pilot



- A: Starting Point
- B: South Gate
- C: Entrance to Hangar
- D: Plane
- E: Watchtower
- F: Mounted Machine Gun
- G: Artillery

It is imperative that the Condor's Squad escapes with the V-3 guidance system. If you can't find a means of escape, all your previous work up to this point will be for naught. You have the pilot; now all you need is a plane for him to fly.

The remains of your team have made it to the airfield at Saint-Omer. The airfield is heavily guarded, and the hangars are located on the far western side, meaning you must fight your way to them.



Begin by readying and loading your weapons. Leave the pilot behind for now—if he dies, the mission is over. The first portion of the mission is the most combat intensive, so keep him safely back near the starting point until your other soldiers clear a path into the base.

**TIP**

Leave the pilot back near the starting point and have him take cover in the trees. He can join the fighting later, but you don't want to get him killed.

Take cover in the nearby trees. A few vehicles drive along the road: a truck from the south and an SdKfz from the east. Wait for the vehicles to pass. This road is fairly

well traveled, so keep an eye out for German vehicles coming from both directions. After the vehicles are out of range, run your soldiers over to the trees on the hill to the west.



Move your rifleman down to the nearby barricade, and take out the mounted gun operator near the south gate. Then shoot the nearby soldier at the checkpoint. A BMW-R12 comes along the road; have your other soldier set to fire at will mode so he begins firing at them as soon as they're in range. Turn the Enfield on these Germans.

Position the rifleman halfway across the bridge and take out the two watchtower gunmen. Now run over and take control of the mounted gun outside the gates. Set the gun to fire at will and take down soldiers who approach from inside the base.



Your second soldier should cross the bridge and throw a grenade at the fence near the watchtower to the east of the gate. Climb up the ladder to the tower, and quickly spin around and shoot the operator of the tower to the north. Aim the gun at the center of the base and shoot anyone still standing.

Climb down. There are Germans in both of the buildings flanking the road. Kill them all. Try to lure them out first by lobbing grenades at the building; two of these soldiers are carrying bazookas, and they'll prove useful.



### TIP



Neither of the nearby tanks have fuel or ammunition. You can scrounge some machine gun ammo from the nearby bodies and load it into the tanks, and you'll find a few fuel barrels nearby. While you won't be able to use the cannon, you can have a well-armored transport through the rest of the base.

This is a good time to bring the pilot up to the base. If you're using the tank he'll help make it run more efficiently, though you'll still be one crew member short.

Begin slowly moving north through the base. There are soldiers in the building in the northwest corner, but your first priority is taking out the mounted gun near the north gate. Use a grenade on the gun to kill the operator, then use another grenade on the gate itself to knock it down.

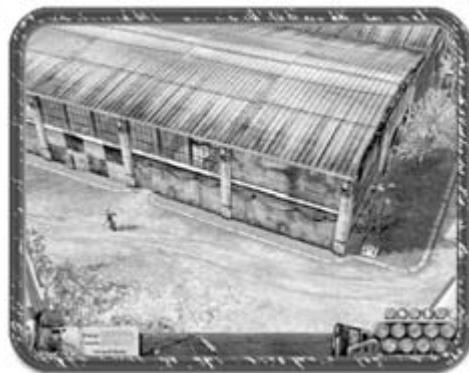


Attack the soldiers in the northwest building, then jump on the mounted gun to kill anyone coming from the north or west. Move south down the airstrip. Your next targets are the artillery cannons at the southern end. If you grabbed the bazookas, they should be easily destroyed. If you don't have the heavy weapons, use grenades and machine gun fire to kill the operators of both cannons.



Take out the guards near the hangars, then cross the landing strip and kill the German in the nearby watchtower. If you haven't taken out the second artillery cannon yet, do it from the watchtower by aiming and firing quickly—if you act too slowly, the artillery cannon turns to face you, and the crew is protected by its shield.

Follow the hangars north. There are guards at the north end—one at a checkpoint and one in the small building. Kill them both. The door to enter the hangars is nearby, but you don't want to enter yet. Instead, aim a grenade at the windows above the door and toss it in. If you don't kill any soldiers, try again.



If you can't hit anyone, throw a smoke grenade through the window, run in, and gun down the guards inside the first room.

### CAUTION

The hangar is a treacherous place. There are guards everywhere, and getting a clear shot can be difficult. A good supply of grenades gives you better odds, so search every body you find.



Open the door to the second room in the hangar. Be cautious: There's a guard waiting inside the door. Run in, turn, and shoot him. Now take cover among the crates.



The hangar is full of enemies. Use grenades to take them down. Even if you don't hurt them, you'll destroy the crates they're using for cover. Put safety first as you move through the hangar, and don't open yourself up to enemy fire unless you're sure you have a shot. Stay covered, and only move when you know it's safe. Check your map to ensure there aren't any enemies that you haven't seen.



When the first building of the hangar is clear, take cover at the wall near the passage to the second building. Lean in and shoot anyone in sight. Run into the second hangar and find cover. Again, grenades make your work easier. There are Germans hiding in every corner, so move around the plane to make sure you get everyone. Once the hangar is secured, bring in the pilot. Use the panel on the wall to open the hangar, and have the pilot climb into the plane.

Once he's inside the plane, send your soldiers over to man the anti-air guns. As the pilot takes off, enemy fighter planes appear and attempt to take him out. You must shoot down the planes so he can safely get airborne.



Congratulations! You've successfully captured the V-3 guidance system for the Allies. After basking in your victory, it's time to see what the Americans are up to.



# Chapter 8

## The Way to Berlin

**A**n airdrop goes bad, and suddenly a small group of paratroopers find themselves stuck behind enemy lines. The United States campaign follows the sole survivors of the 82nd Airborne unit as they attempt to

make their way back to Allied territory through the heavily occupied city of Nijmegen. And when they clearly can't make it through without a fight, it appears it might be easier to take over the city itself.



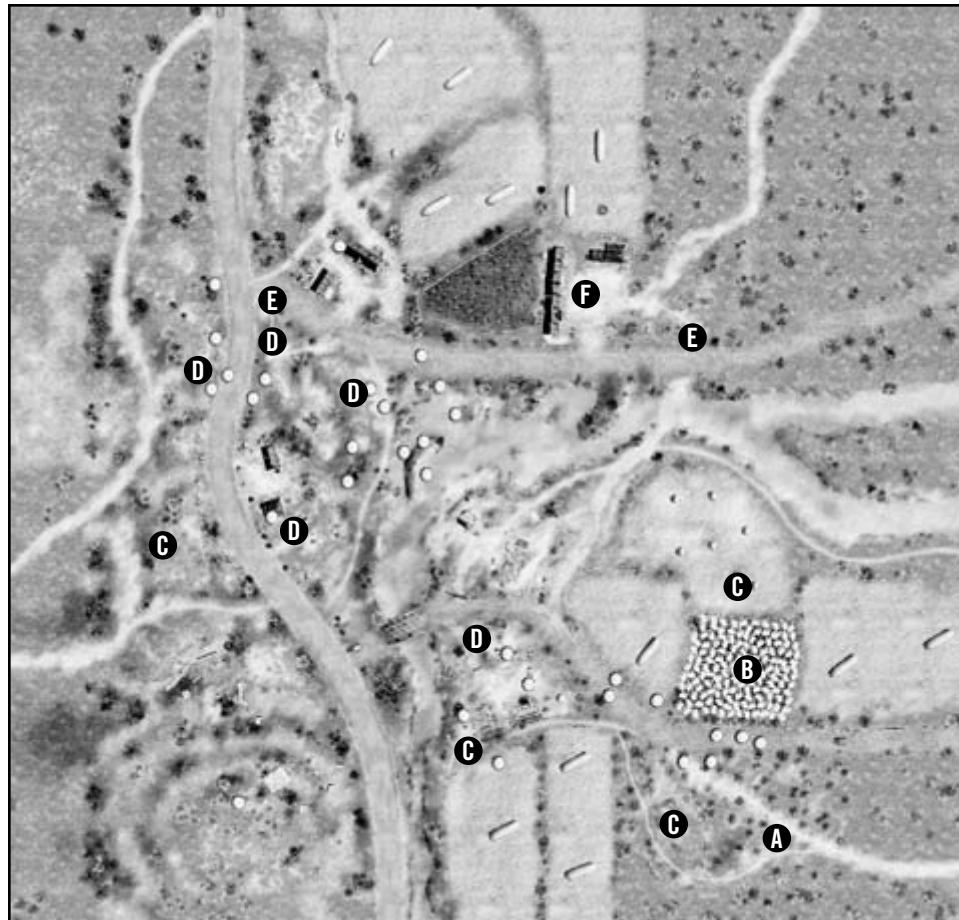
# Mission 1: Drop Zone

## Mission Objectives

- ★ Find a gun
- ★ Find and rescue at least four squad members and bring them to the rendezvous zone

## Units

- ★ Soldier



**A:** Starting Point

**B:** Field

**C:** Supply Crate

**D:** Artillery

**E:** Mounted Gun

**F:** Exit Point

The drop was a complete disaster. The German anti-air defenses were stronger than expected, and your planes were torn to ribbons. Now the men of the 82nd Airborne are parachuting into heavily occupied territory, vulnerable to the hordes of enemy soldiers in the area. Unarmed and without backup, you must rescue the survivors and escape from the area.



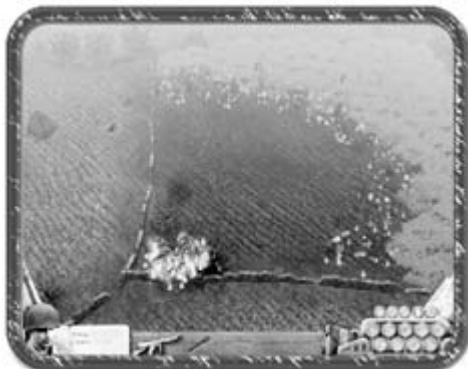
You begin in a small grove in the southeast corner of the map. On the road ahead of you, several of your fellow soldiers land in plain sight of an incoming APC. As your men fight, run west and open the supply crate.

**NOTE**

A crate, located to your starting point's west, contains weapons and grenades.  
Take an MK1 and as many grenades as you can carry.

Only one American survives the battle, and he runs into the field to the north to drop and hide. Use a grenade to take out the APC, then run north and drop prone in the field.

Crawl up to the surviving soldier, and when you get close, select both of these units and crawl to the opposite side. Germans will be making their way toward you. Take cover when you reach the north side of the field, and then ready the matchbox.



Set the field on fire. When the Germans run for their lives, pick them off. Shoot any Germans who survive the fire. After eliminating these Germans, search the supply crate to the north for smoke grenades and anti-tank grenades. Note that when you approach this crate you alert Germans to the east, so approach with caution.

Move south again. Search all the nearby bodies for ammunition and equipment. If you find any machine guns, take them. Return north through the field.

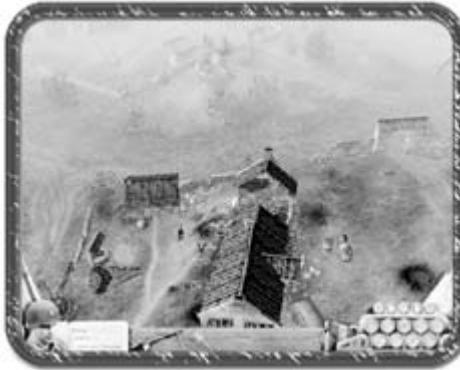


Begin moving west. Take cover behind the nearby wall, and fire at the Germans on the road. Kill them all before proceeding. An American lands nearby, but he is most likely killed. When the road is clear, move west, but continue to hide behind the wall.

### NOTE

You can't control every American unit in this mission—only a select few. Others may survive, however, and they make your job easier by hunting and attacking the Germans on their own.

Enemy soldiers move in from the west. There are also snipers in the buildings near the mill. Use RPG 40s on these buildings—you'll easily take out everyone inside, and you can always run back to the supply crate for more grenades if you need them.



Shoot the German stationed on the mill, then run into this area and take cover on the wall to the south side. Take down the gunners on the Flak 38. Try to hit them with an anti-personnel grenade if possible; if you can keep this gun intact, you can use it. If they've already turned on you, throw a smoke grenade to prevent them from firing the gun, then use an anti-tank grenade to destroy the gun. If you managed to take them out without damaging the gun, run over and assume control. Use it on everyone in sight.

As you approach the gun, more Americans land. Use the gun on the snipers in the nearby buildings, and provide cover fire so the Americans can get to safety. If they survive, they sweep the map and attack everything they see.



You're able to control one of these Americans. Send him over to the supply crate to the southwest, and grab the bazooka and as much ammunition as he can carry. German vehicles approach from the north. Ready the bazooka and destroy the vehicles.

Swim all your soldiers across the river. Take cover in the trees as soon as you reach the opposite side. Once again, take out the gunners on the nearby Flak 38—but use an anti-tank grenade if they fire on you. Take control of the cannon if it's still operational, and fire on the Germans storming in from the north.



More Americans land. Have them take cover along the nearby building's wall. Try to avoid contact with the vehicles on the road to the west, but if they're alerted, use the cannon or anti-tank grenades to destroy them. When the fighting dies down, move north to the checkpoint on the road.

**NOTE**

A supply crate on the hill to the west contains both anti-personnel and anti-tank mines.  
Use these on the road if you need extra offensive power.

Grab a vehicle at this point—at least one should still be in working condition. Give it a full crew, then send your other soldiers into the field to the east. Drive the vehicle east

and hit the Germans at the guard station near the eastern bridge.

When the road is clear, send everyone into the yard of the nearby farmhouse to escape.



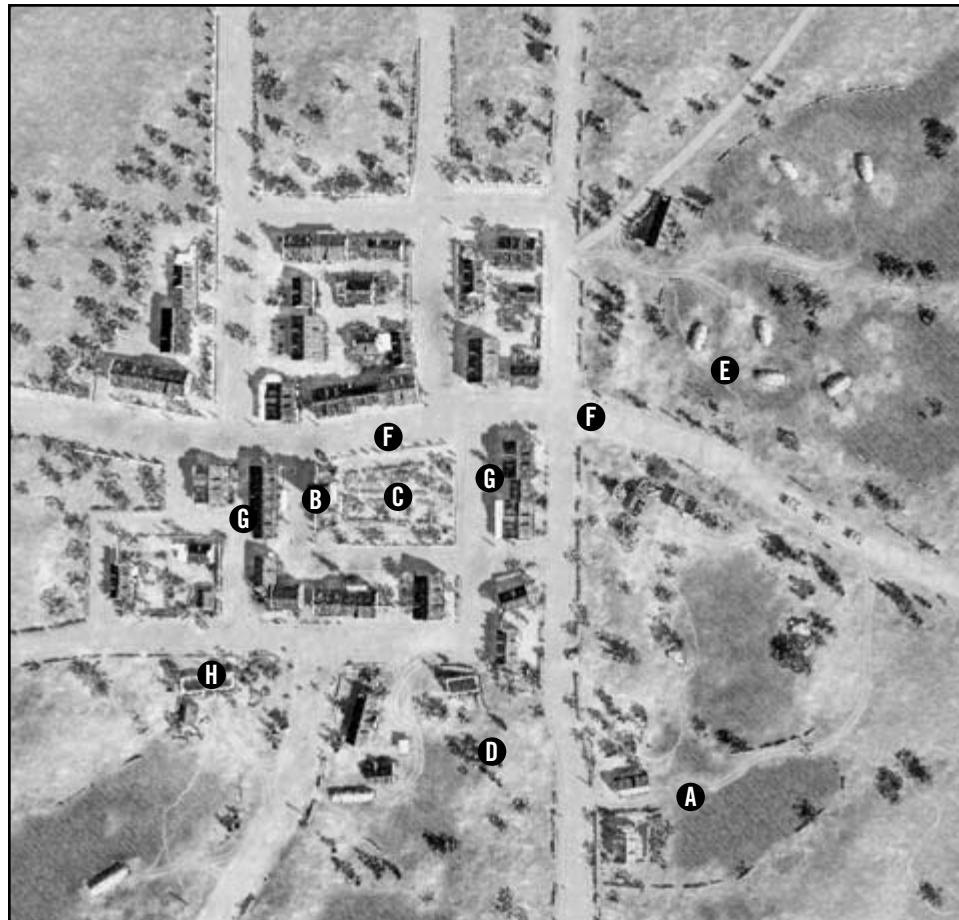
## Mission 2: Nijmegen

### Mission Objectives

- ★ Clear the town of the enemy before further  
Allied armor arrives

### Units

- ★ Soldiers



**A:** Starting Point

**E:** Artillery

**B:** Tower

**F:** Anti-tank Mines

**C:** Park

**G:** Anti-personnel Mines

**D:** Hill

**H:** Mine Detector

After escaping the Germans, the few survivors from the 82nd Airborne unit wearily made their way to the outskirts of Nijmegen, hoping to pass through to the nearest Allied outpost. In Nijmegen, however, they found something they did not expect: A unit of German soldiers has set up an ambush for the Allied armor units passing through the town. Artillery, snipers, and grenadiers have taken up residence, and obliterated a small Allied armor unit right in front of the unit's eyes.

More Allied armor will suffer the same fate unless the ambush can be stopped.



You begin with five survivors of the failed airdrop. Two are equipped with rifles, one with a machine gun, and two with submachine guns. Ready their weapons, and move them all to the hill just past the burned-out barn up ahead.

Order your soldiers to hold their positions and to fire at will. Have them kneel on the hill, so that they can see and fire down into the town below. Germans begin advancing on your position, but you should

have an upper hand, both in terms of numbers and positioning. Take control of one of the riflemen, and keep a watch for bazooka-wielding Germans. Take them out before they can fire a shot. This is not only for the safety of your soldiers, but to make sure you can get as much bazooka ammunition as possible when you loot their gear.



Send one of your soldiers down to collect a bazooka and bazooka ammunition, then send him back to the hill. Make sure he has a different weapon equipped so he doesn't start firing the bazooka at any German who wanders close by. Select one of your riflemen, and move him toward the town center.

Check the map for sniper locations. Snipers are located in almost every building around the park. Begin with the closest snipers. There are three located in the buildings on the southeast corner of the park. Take down all three, then move to the park fence, taking cover by crouching at the wall.

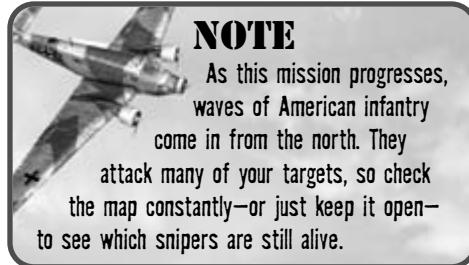


From here, you can hit several snipers. One is located in the center building on the south side. No doubt he will have made himself known already by firing at you. Another is located on the north side of this building, while a third is far down on the southwest side, standing in a window facing east.

As your rifleman deals with the snipers, move the machine gunner, and if possible a submachine gunner if you want more support, to the buildings on the south side of the square. Germans stream in from all sides during this mission, so it's important that you watch your rifleman's back.



More targets in and around the park: There is one German hiding out in the park, and another in the tower. This latter sniper is on the second floor, in a window looking out to the east.



A group of Germans moves in toward your units in the south at this point, so check in with them to make sure they survive the conflict. Move them around to the west side of the map next, and have your rifleman turn his attention to the buildings on the north side of the park. Several snipers lurk in the windows there, and they'll make their presence obvious when more Americans arrive. Hit them from the south side, moving to avoid trees that block your line of sight.



More Germans move in from the west. Have your support units deal with these. Be very careful on the west side of town—the stack of supply crates may seem inviting (and in fact contains several bazookas and ammunition), but the area around them is protected by anti-personnel mines. Travel on the outside of town when moving north. There is another sniper in the building just west of the tower.

**NOTE**

There is a mine detector in a crate located in a farm to the southwest. You can use this to clear out the mines near the supply crates in town.



Head to the northwest corner of town. Have all of your troops here for the next battle, and take cover. Germans move in from the north, and a large group has already taken up residence in this corner. Additionally, there are many snipers in this area. Proceed slowly, use your machine gunner and submachine gunners at the front, and use riflemen at the back for providing long-range support fire.

Once this area is clear, only a few snipers remain. Make a final sweep of the town, being careful not to get too close to the road leading out in the northwest corner. The artillery units there must be dealt with last.



Select your soldier with the dynamite (or with the bazooka), and sneak down into the field where the artillery ambushed the armor. Fire the bazooka at them from the hill near the town, or toss grenades at them.

After the artillery is destroyed, check the map to make sure every German is dead. Once the town is clear, it has been secured for your armor to move through.



## Mission 3: Minefields

### Mission Objectives

- ★ Reach the town and support the infantry
- ★ Eliminate the enemy from the outskirts of the town

### Units

- ★ M4A2 Sherman (2)



**A:** Starting Point

**B:** Artillery

**C:** Minefield

**D:** Town Entrance

American forces have infiltrated Nijmegen, but they are severely outnumbered. The town is filled with German armor, and without support the troops will most definitely perish. Two M4A2 Shermans are just outside the town, and you must get them into town to help defeat the Germans stationed there. Unfortunately, the road is heavily occupied. Several medium Panzer-class tanks patrol the roads leading into Nijmegen, and the fields surrounding the town have been mined, making shortcuts impossible.



Select both of your Shermans and drive north. There are several guards at a checkpoint, and one operates a mounted machine gun. The guards aren't much trouble, but target the bazooka-wielding German first. The fighting attracts the Pz-4g to the west. Quickly disable it and then shoot the crew as they emerge. Make your repairs, then drive west down the small dirt road.

**NOTE**

Both of your Shermans contain repair kits.

On the hills to the west, two Flak 41 cannons are situated high above the large minefield, guarding the southern entrance to Nijmegen. Stop your tanks before the road turns north so you aren't in range of these cannons. A Pz-5 Panther attacks from the west, but it isn't a match for two Shermans. When the Panther is destroyed, remove a single crewmember from one of your tanks.



Have this crewmember ready a grenade, then crawl through the trees toward the southern entrance to town. If you're spotted, shoot the guard at the gate. Move the tankman to the base of the hill, under the southern Flak 41. Throw the grenade up at the cannon to kill the crew.

Move this same tankman across the road, and repeat the process at the next cannon. When both cannon crews have been killed, return the tankman to his vehicle.



Begin driving up the small dirt road to the north. Another Panther attacks. After destroying it, continue north to the main road. Be careful as you move north. The anti-tank mines extend to the edge of the field to the west. If the Panther blocks the road, direct control your tanks around it to the east. The anti-tank mines easily destroy your Shermans and their crews, and it's difficult to secure the town with two tanks. With one, it's almost impossible.



This dirt road leads back to the main road. Drive north to the outskirts of town. As soon as you approach, you see the American infantry in action.

Your first target should be the Panther sitting to the west. Hit it with armor-piercing shells from both tanks, then turn your attention to the Pz-4g rolling in behind the Panther. The nearby buildings are

teeming with German snipers, many of which have bazookas. If necessary, hit the buildings with explosive shells to expose them.



Watch your tank fire carefully. You can't control your infantry, and they run in the streets to attack anyone they can. Your tanks are indiscriminate in their firing, so be sure you don't lose any American soldiers to friendly fire. If necessary, drive the tanks up to the first junction in the road so you don't hit your own men. Don't drive into the square yet—there's a Tiger lurking up ahead, and you don't want it coming after you until you're absolutely ready for it.



Keep attacking the German infantry and any more vehicles that come in from the south. When the fighting dies down, make all necessary repairs, then move one of your tanks into the square.

The Tiger approaches along the far north road. As soon as it comes into view, hit it with an explosive shell to kill its passengers, then turn west and head down the road so the Tiger can't retaliate with return fire.



The American infantry engages the Tiger and leads it off to the east. As soon as it turns, hit the back with armor-piercing shells from both Shermans. Attempting to attack it from the front is not only foolish, it's wasteful. You'll use every bit of ammunition if you attack it head-on, and you most likely won't make more than a scratch.

The back, however, is considerably weaker. A few armor-piercing shells should take it down. Kill the crew as they emerge.

Remove a single tankman from one of your Shermans and grab the repair kit from the tank's cargo hold. Repair the Tiger. Send a crew from one of your Shermans to take control of the Tiger, and drop the repair kit inside.



Drive the Tiger south with the Sherman following behind. More medium Panzers roam the town to the south and, again, the buildings are filled with snipers. Move slowly south, taking out enemies as you encounter them.

You encounter another Tiger at the town's south end. Quickly attack it with both tanks. Your newly acquired Tiger makes this battle easier than the previous one, especially with the Sherman providing support fire. When the second Tiger is down, sweep the town for any surviving Germans. Once they've been eliminated, the mission is complete.



## Mission 4: Artillery Assault

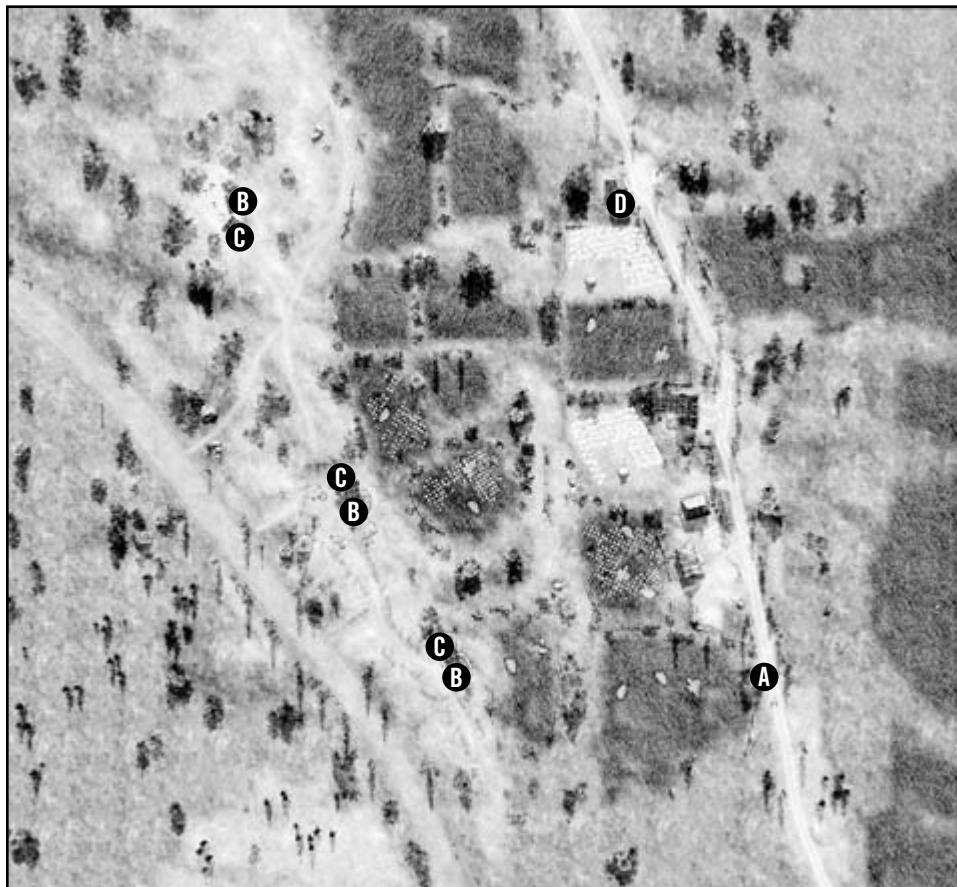
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### Mission Objectives

- ★ Destroy all German artillery
- ★ Take out the radio relay station

### Units

- ★ Soldiers



**A:** Starting Point

**B:** Artillery Target

**C:** Mounted Machine Gun

**D:** Radio Relay Station

The Germans retreated to the outskirts of Nijmegen and began assaulting the town with artillery. A small group of soldiers must infiltrate this area and destroy the two Hummels and the Nebelwerfer. Simply destroying the artillery is not enough, though. You must also take out the radio relay station so the Germans cannot call for reinforcements. The artillery and the relay station are heavily guarded, so you must proceed slowly and cautiously.

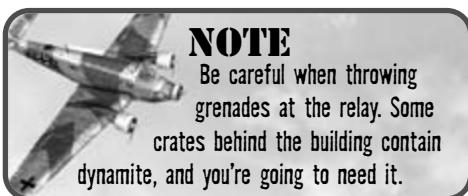


Select your men and ready their weapons. Note that one of your soldiers is equipped with a rifle—use this sparingly. It will be handy later and most ammunition is scarce in this mission, but rifle ammunition is almost nonexistent other than your starting supply.

Move your men up to the wall to the south of the two houses ahead. Order them to hold their position. Fire at anyone in range, and use the rifle to kill the sniper in the building to the north. Once the sniper is down, have the rifleman run up and grab the machine gun he drops. Take the ammunition from his body and set the machine gun as your primary weapon. Be cautious as you approach—two more Germans emerge from the building when you get close.



Move your whole team to the wall north of this house. Take cover behind the wall and attack the Germans surrounding the official-looking building to the north. This is the relay station. Kill everyone outside, then throw some grenades at the building to expose the snipers inside. The radio relay is located just inside the door of the house; throw a grenade if it hasn't already been destroyed.

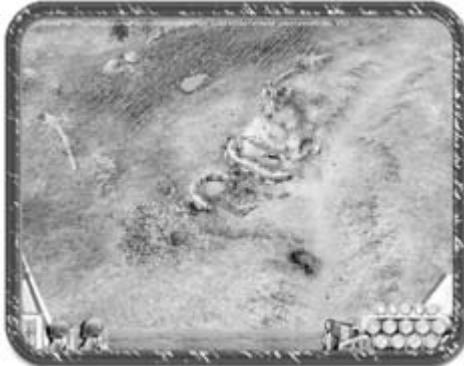
**NOTE**

Be careful when throwing grenades at the relay. Some crates behind the building contain dynamite, and you're going to need it.

More Germans drive in from the north. Use an anti-tank grenade to take out the vehicles. Search the crates behind the radio relay office for some dynamite. Take a few sticks, and then move back south to near the starting point.

Drop prone and crawl west across the fields, until you can take cover at one of the walls to the east of the first artillery target. Equip the rifle and shoot the German operating the mounted machine gun. Have your other soldiers take on his guards. Move everyone up to the hill behind the

Hummel. Rotate your soldiers so they face the Hummel—the crew emerges as soon as you approach it, and you want to have them covered.



One of your soldiers has dynamite in his inventory. Approach the Hummel, but do not ready the dynamite yet. Kill the crew as they emerge from the vehicle. Then set the dynamite directly behind it. Run for cover. One down, two to go.

Before moving on, search all the nearby bodies for ammunition. As mentioned above, ammunition is very scarce, so grab it when you can.

### CAUTION

Germans continually stream into this map, so don't relax. Keep your soldiers covered and loaded at all times.



Return to the map's center and move a short distance north to the next field. Take cover behind the wall to the west. Nearby is the second Hummel, again protected by a mounted machine gun. Use the rifle on the gunner, then attack any other Germans in sight.



Move up to the ridge behind the Hummel. As you approach, throw a grenade at the bunker to the Hummel's west—there are two Germans stationed inside. Send one of your men to take control of the mounted gun, and have him swing around to face the west; more Germans come in from this direction.

Approach the Hummel and the crew jumps out and shoots. The mounted gun gets anyone who moves to the Hummel's north side, but make sure you have the south side covered so they cannot hide. When the crew is down, place your second stick of dynamite behind the Hummel and get to a safe spot.



**NOTE**

Don't worry if you incorrectly placed the dynamite on either of the first two Hummels and, as a result, either of them is still intact. There's a supply crate near the second Hummel with dynamite inside.

Have all three of your men take cover behind the wall to the Nebelwerfer's east. Another mounted machine gun protects it, so use the rifle to snipe the operator. This attracts the other Germans stationed around this cannon. Fight them from behind the wall, and do not shoot the two Germans operating the Nebelwerfer.



Approach it cautiously. A nearby bunker holds Germans, so throw a grenade at it before they mobilize. Once the area is secure, place the final stick of dynamite near the Nebelwerfer and run for cover. When you destroy it, you remove the German artillery threat from the area.

**TIP**

If you take out the Nebelwerfer first, you can use against the other artillery targets!



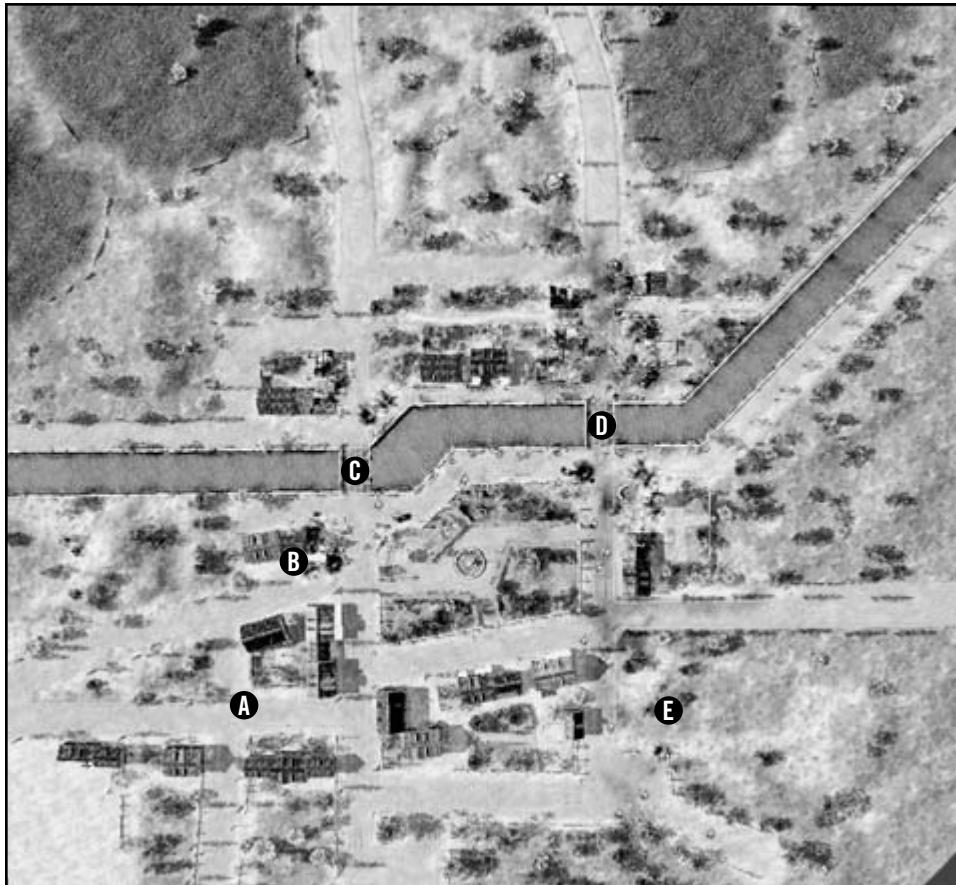
## Mission 5: Last Stand

### Mission Objectives

- ★ Defend the west bridge until reinforcements arrive
- ★ Do not let the enemy gain a foothold on the Allied side
- ★ Destroy the west bridge and defend the east bridge

### Units

- ★ Soldiers



**A:** Starting Point

**B:** Supply Crates

**C:** West Bridge

**D:** East Bridge

**E:** Pak 40

Large numbers of German forces are closing in on Nijmegen, but the Allied forces have yet to move into position to defend the town. Only a small force is currently in position, and the town cannot fall. You must hold the Germans off until reinforcements arrive. Do not allow them to cross the bridges; if they establish a foothold on the southern side of the river, the town will be lost.



With your small team of only three soldiers, you must hold off dozens of German troops. Quickly begin moving them toward the west bridge. Before taking up positions at the bridge, though, search the supply crates in the bombed-out house. There you find rifle and submachine gun ammunition, as well as plenty of grenades, and some anti-personnel mines. Grab everything you can.

A few other American soldiers will be running across the bridge. You cannot control them, but they will help with the first wave. Move to the bridge and set up your men on the southern side. Use the wall for cover, but don't station them too close to the bridge itself, or a good deal of their line of



sight is blocked. Select the soldier with the anti-personnel mines, and run across the bridge and set them up so the entire northern side is covered. While one soldier places the mines, have the others fire at the snipers in the buildings across the river. After the mines are placed, send the soldier to take up position on the southern side of the river.



The first wave of Germans consists of several infantry and transports, including BMW-R12s. Pick them off from the river's south side. The first wave shouldn't be much trouble—activate direct fire mode on the soldier with the machine gun to take out foot soldiers.

Once the first wave is defeated, run across the bridge and take the machine gun ammunition from the BMW-R12. Run back to your position on the south side.

**TIP**

Make sure all your men are set to hold their position. You don't want them leaving their posts in this mission, as timing and concentrated fire are both crucial.



The next wave is tougher. Armed vehicles arrive, so allow your men to take on the foot soldiers while you use direct fire with the rifleman to hit the gunners on the vehicles. If you manage to take out a vehicle's entire crew, run over, grab the vehicle, and drive it over the bridge.

**TIP**

Salvage any vehicle you can keep intact.



If you are running low on ammunition, send a runner back to the supply crates for more. Remember that you can transfer items from one soldier to another by using the examine function with one soldier selected and the other as the target. This opens both inventory screens and allows you to move items from one to the other.

After the second wave, order all of your troops to lie prone and to hold their fire. A PZ-4d leads the third wave, and you don't want your troops to be seen. Position a soldier with an anti-tank grenade near the bridge's south side and wait for the tank to roll within range. Toss the grenade, then immediately open fire on all the soldiers accompanying the tank.

**NOTE**

You can also disable the Pz-4d with a bazooka. This will leave it intact, and you can use the repair kit inside to get it in working condition.



If any Germans make it over the bridge, you have two minutes to kill them or you fail the mission. Concentrate on any Germans who make it over, or look like they're about to.



After the third wave of German attackers, reinforcements arrive. Your reinforcements consist of two more soldiers, one of whom carries dynamite. Send them to the supply crates to stock up on whatever is left, then send all of your troops, except the soldier with the dynamite, to the east bridge.

Select the soldier with the dynamite, open his inventory, and place the dynamite in his hand. Use the dynamite on the bridge, then quickly run for cover on the south side. The west bridge is destroyed. Send this soldier up to the east bridge.



Assume positions along the south side, using the wall for cover. The east bridge is tough to defend—the waves arrive more quickly, and the vehicles are more powerful. There are snipers in the buildings on this side as well—if you have time, send a rifleman over to take them out before the next wave arrives.

The first wave consists of ground troops and a Panzerflak. If you take out the crew of this vehicle, you have a powerful weapon against the oncoming Germans. Try to get behind it and snipe the gunners—the cannon's shield makes them impervious to harm from the front. From the back, they are

vulnerable. If you can't get the crew, throw an anti-tank grenade to quickly destroy it.

Germans arrive without pause now, including several more soldiers and two tanks—one of which is a Tiger. Hit it immediately with as many anti-tank grenades as your men can throw. The Tiger will likely get at least one or two of your men, but you need to take it down as quickly as you can.

**TIP**

Many of the vehicles strewn about this map contain useful equipment. Make sure you examine them; you'll find ammunition, bandages, and more.

**TIP**

If you create a pause between the first and second wave, sneak a single soldier over to north side of the river and find a bazooka from one of the amongst the ruins near the road and ready the bazooka. When the Tiger passes by, fire at its rear. He'll most likely be killed quickly by the Germans with the tank, but he'll have saved his teammates' lives.

If you hold this wave long enough you are told to fall back to the Pak 40 on the hill to the south. Get two men to this cannon and fire on any vehicles left standing. Have your other soldiers take up positions near the cannon to protect it from oncoming infantry. Once you get to the Pak 40, you only need to hold the town for a short period longer. The air strike is only moments away and it puts a quick end to the hordes of Germans heading down the road toward your position.



# Chapter 9

## Wrath of the Tiger

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**T**he German campaign is a bit of a love story, involving a man and his vehicle. Michael Wittman is one of the greatest tank commanders of the German army. His only two concerns are proving that the German armored forces are the best in the world, and making sure his beloved Pz-6 Tiger remains in one piece.

So it's obviously a problem when the tank starts to break down. Low on fuel, and with their tanks in disrepair, Wittman's crew

find themselves pursued by British bombers into a small, occupied town. They're on their way to ambush a large convoy of British tanks and vehicles, but they won't make it if the bombers get to them, or if the convoy can be alerted.

Where the previous campaigns focused primarily on foot soldiers, the German campaign is all about the tank. Michael Wittman loves his Tiger, so help him keep it safe and sound.



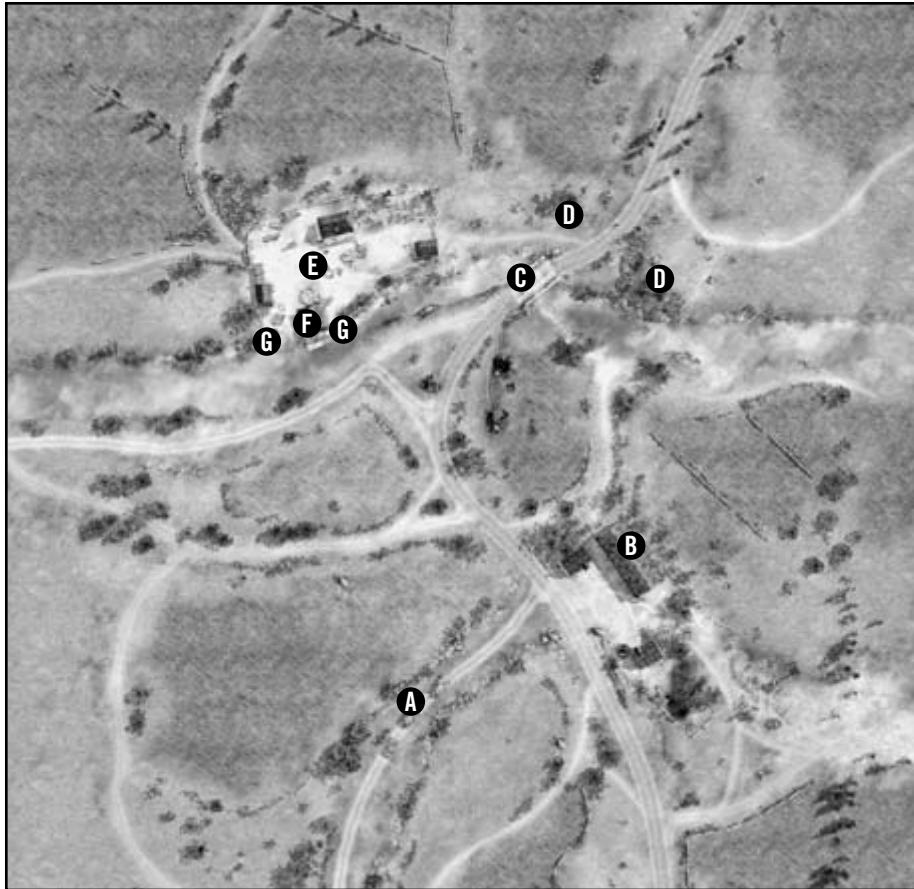
# Mission 1: En Route

## Mission Objectives

- ★ Find cover and avoid the Allied fighter bombers until the threat has passed
- ★ Take out the APC radio station
- ★ Recapture the bridge
- ★ Wittman must survive

## Units

- ★ Pz-6 Tiger (2)
- ★ Pz-4G
- ★ Tankmen (3)
- ★ Michael Wittman



**A:** Starting Point

**B:** Farmhouse

**C:** Bridge

**D:** British Commandos

**E:** APC Radio Control

**F:** Mill

**G:** Artillery

Tank Commander Michael Wittman knows the war is about to end, but like any good tankman, he's not about to give up without a fight. He and his unit want to give the British one last good fight, but the British air superiority is a problem for his tanks. The British can't compete, armor-wise, with the powerful Tigers in his unit, but they can easily bomb them to smithereens with their air force.

That problem is about to become apparent: A fleet of British bombers is incoming, and Wittman and his men must get their vehicles to a covered spot before they are demolished.



There's no time to scout. You only have a short period of time before the British bombers arrive, so you must quickly get the tanks to a safe spot. Select all three tanks and drive to the farmhouse ahead. When Wittman sees the farmhouse, he gets an idea: You can hide the tanks there and wait for the planes to pass. Select the first tank and drive straight through the wall into the farmhouse. It's best to do this in direct control mode.

**TIP**

The German campaign is extremely tank oriented. For this reason, use direct control whenever you must command a single tank. It gives you more precise control over the tank's movements, and in many of the German missions you'll only have a solitary tank at your command.



After the first tank is safely stored away, repeat the process with the second and third tanks. Get all three into the farmhouse—there will be enough room, and it's evenly divided into handy sections marked by support beams.



The British bombers pass over, oblivious to your hidden Panzers. You've overcome the first obstacle, but there's still plenty to do. Leave the tanks behind for now. They're low on fuel, and there's no point risking them when there are bigger battles ahead.

Your men regroup on the hill to the south of the British outpost. Commandos guard the east bridge, and the town to the

north contains heavy artillery. You must get across the river and take out the APC in the town's center, but the artillery prevents swimming across the river, which would be the quickest route. So the bridge it is.



Select all four of your soldiers and ready their weapons. Look at the area to the east. There are two groups of commandos. One group guards the hill, while the second group is stationed next to the bridge. The bridge is a wide-open area—not an appealing place to cross. You'd be a sitting duck for the covered commandos, and they have more powerful weapons. There is a place to cross the river near the hill, however, and the area is nicely covered in bushes and trees, which provide cover.



Move two of your men to the trees on the south side of the dirt path on the river's shore, and move the other two to the trees on the north side. Fire

immediately at the commandos on the hill. Use your M24 grenades if necessary, but save the smoke grenades and RPG 40s. Watch the bridge for British soldiers. When the commandos at the front of the hill are down, swim across the river and run up the path.



Kill the rest of the commandos, then exchange your weapons for anything better lying around. One of the fallen soldiers drops a rifle; get this, and any ammunition on his body.

Take cover at the rocks on the hill's north side and engage the commandos near the bridge. Try to save the rifle ammunition, but it is handy here if you have trouble with your machine guns and submachine guns. The British troops put up a good fight, but you have the high ground and the advantage of direct control mode, so you'll undoubtedly take them out quickly.



After the commandos are eliminated, you have captured the bridge. Now it's time to take down that APC. Search the ground for weapons and search the bodies for grenades before proceeding, then select the soldier with the rifle.

Have him aim at the soldier guarding the town's east end. A single shot kills him, but it also attracts members of his unit. Fire at the incoming British soldiers until you clear enemies out of the town's east side.



Move the rifleman west and take cover at the building on the outpost's outer edge. Have a smoke grenade handy. If not, select a soldier with one in his inventory and bring



him over. Lean around the wall and throw the smoke grenade at the APC. Now lean around with the rifle in hand and take out any enemies in sight. Be careful of the artillery and the sniper in the mill. If they fire at you, throw another smoke grenade to block their view.

Have either of your soldiers ready an RPG 40. Move slightly to the side of the building and toss the RPG at the APC. When it hits, it knocks out the radio control unit.



## Mission 2: Reconnaissance

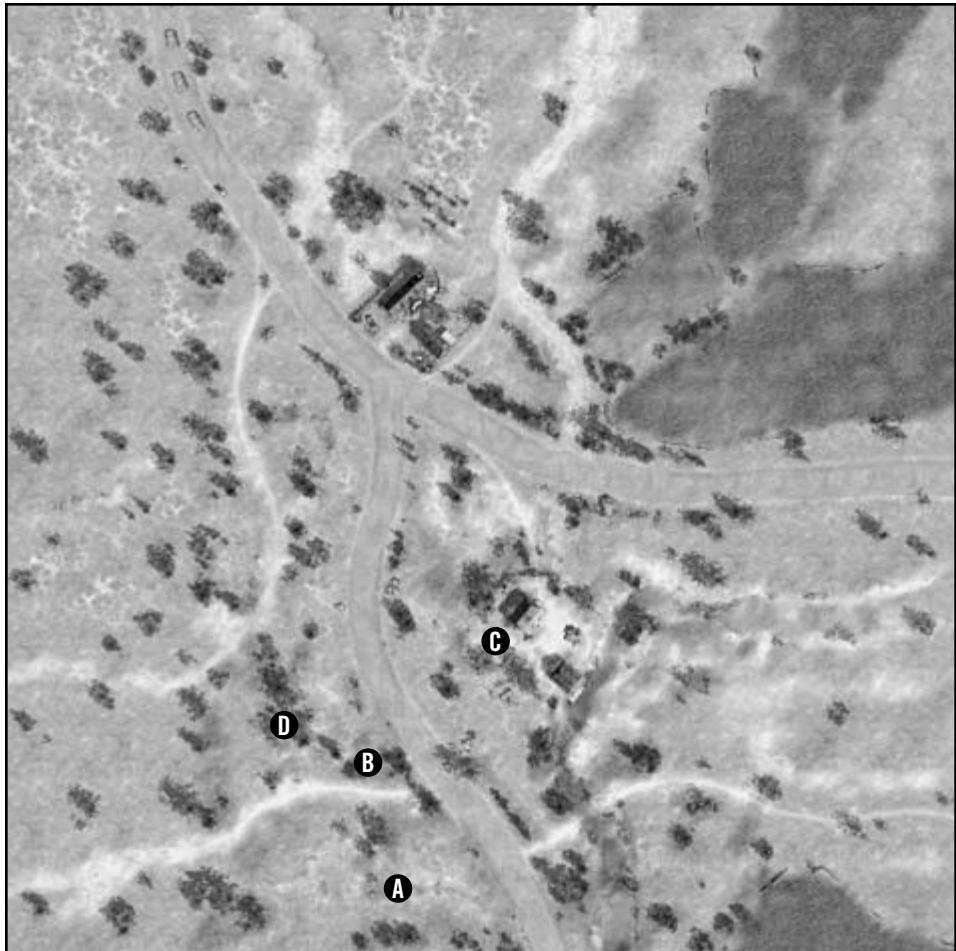
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### Mission Objectives

- ★ Eliminate the enemy reconnaissance units before they alert the column
- ★ Ensure German tanks are not destroyed
- ★ Ambush the column and spare no one
- ★ Ensure Wittman survives

### Units

- ★ Pz-6 Tiger
- ★ Pz-4G
- ★ Tankmen (3)
- ★ Michael Wittman
- ★ Infantry



**A:** Starting Point

**B:** Hill

**C:** House

**D:** Trees

Like the previous mission, this scenario requires fast action. Michael Wittman and his tank battalion have reliable intelligence that a column of British armor are leaving Villers-Bocage. It's an ideal opportunity to ambush the armor and show the might of the German tank force in the process. The problem is that one of your tanks has broken down in the open, making an ambush impossible.



The British armor column has scouts running ahead, reconnoitering the road for possible interference. If these scouts are able to report your location, the column is diverted to a different route. You must destroy them before they warn the incoming armor, but it won't be easy—they're in fast-moving trucks, and they're almost upon you.

You don't have time to think. The scouts arrive almost immediately, and if they see any of your troops, they'll turn tail and speed back to warn the others. If they manage to escape, the mission is over, so it is imperative that you immediately move your troops into position.

Select Michael Wittman and the three tankmen and send them into the Tiger—do this as soon as the mission briefing



ends. Once they're inside, order the Tiger to move to the hill north of the starting point. The tank must aim downward, so select a point on the far side of the ridge. As the tank moves, load an explosive shell into its cannon. While this tank is moving, select the Pz-4G and remove one of the crew members. Grab one of the nearby fuel barrels and use it to refuel the Pz-4G.

Next, select a couple of foot soldiers and move them to covered positions on either side of the road, a bit up from the starting point. There are two bushes that make perfect cover, right at the junction of the main road and the dirt road to the west. Ready their weapons, set them to fire at will mode, and have them drop to the prone position.



Select the Tiger and enter direct control mode. The scouts are on you immediately. Aim the tank's cannon at the *second* truck and fire. Your foot soldiers shoot at the first truck, and they'll likely disable it. If they don't disable it, they'll cause it to pause so the commandos can jump out. The pause should be long enough that another shell can load in the tank's cannon. Fire a second shot at the remaining truck, and then clean up any commandos who survived the explosion.



With the elimination of the scouts, the armor column arrives shortly. Time is of the essence, so perform the next few actions quickly. Move the Tiger to the hill next to the house to the northeast, and move the Pz-4G into position next to it. The elevation gives you an advantage, and you need every advantage you can get in the upcoming fight.

Select one of your foot soldiers and press **Tab** to see what weapons the commandos dropped. Hopefully, there's a bazooka lying around. If so, grab it and whatever ammunition you can find on the nearby bodies. Move this bazooka-wielding soldier up the hill, next to the tank's destination.



Select the rest of your foot soldiers, ready their weapons, and have them move to covered positions amongst the trees on the hill to the east of the road. Order them to lie prone to make them as accurate as possible when firing. Set all of them to fire at will mode, and load them up. Now wait for the armor column to arrive.



When you see the first tanks in the column, activate direct control on the Tiger. The column is primarily made up of Cromwells and Shermans. While neither are as strong as the Tiger, they are both powerful tanks. Aim for the treads on the first few that approach. Disable the front tanks so they block the road, forcing the other tanks to maneuver around them and expose their vulnerable sides.

**TIP**

Keep your infantry alive during the first wave of tanks. While it won't adversely affect the mission if they die, keep some around to commandeer any tanks that survive the first wave intact.



Have your bazooka-wielding soldier provide support fire, and make the other soldiers snipe anyone who escapes from a burning tank. While controlling the Tiger, quickly alternate between the cannon and the machine gun, firing at a tank, and then switching to the machine gun to attack any infantry while the next shell loads.

**TIP**

When controlling the tank, fire one gun or the other. Fire the cannon, then right-click to activate the machine gun and sweep the road for infantry. When the next shell loads, right-click again to switch to the cannon, fire at a tank, and repeat. If you're being swarmed by enemy infantry, you can use the tank to run them over.



As the tanks are destroyed, more and more infantry pour out. Keep a close watch for British soldiers with bazookas. They are easy to spot: The bazooka is clearly visible on their backs. Aim for these soldiers first, even before tank targets. Bazookas can damage your tanks. The gun-toting soldiers should be your last concern, because their guns won't do any damage to your Tiger.



While battling the tanks, occasionally scan the map for bazookas. Have your infantry grab any that are lying around, as well as any ammo from the bodies of their previous owners. More importantly, look carefully at the enemy tanks and see if they are still relatively intact. If so, and you have enough infantry left, take control of them. They most likely won't be able to move, but if the cannon works, they'll be more effective than your soldiers' submachine guns.



The enemy tanks will continue streaming in. By this point, the road is most likely a huge pile of scrap metal, so disabling tanks isn't a priority. Instead, aim for the turrets, especially the turrets' sides—as with the hull, a tank's turret is generally weaker at the sides and back.

As soon as a tank appears to be on fire, change your focus to another. Again, you're mostly facing Cromwells and Shermans. Though they are powerful, a single cannon shot won't do much damage to your Tiger. And once a tank is burning, it won't be able to take many shots before the crew is forced to evacuate.



Your priority targets should be Brits with bazookas, with tanks as a second priority, and gun-wielding soldiers third. Alternate firing your cannon and your machine gun, and sweep the map. Some of the vehicles will try to flank you from the road to the east. While you wouldn't think a tank could be stealthy, you'd be surprised how easy it is to miss one moving off to the side when your attention is so focused on the main road.



The tanks at the back of the column will be easier to defeat, due to the confusion caused as they maneuver around the hulking wrecks of their predecessors. If the Tiger gets damaged, don't worry: All it has to do is make it through without being destroyed. After you defeat every last vehicle in the British column, the mission ends.

# Mission 3: Villers-Bocage

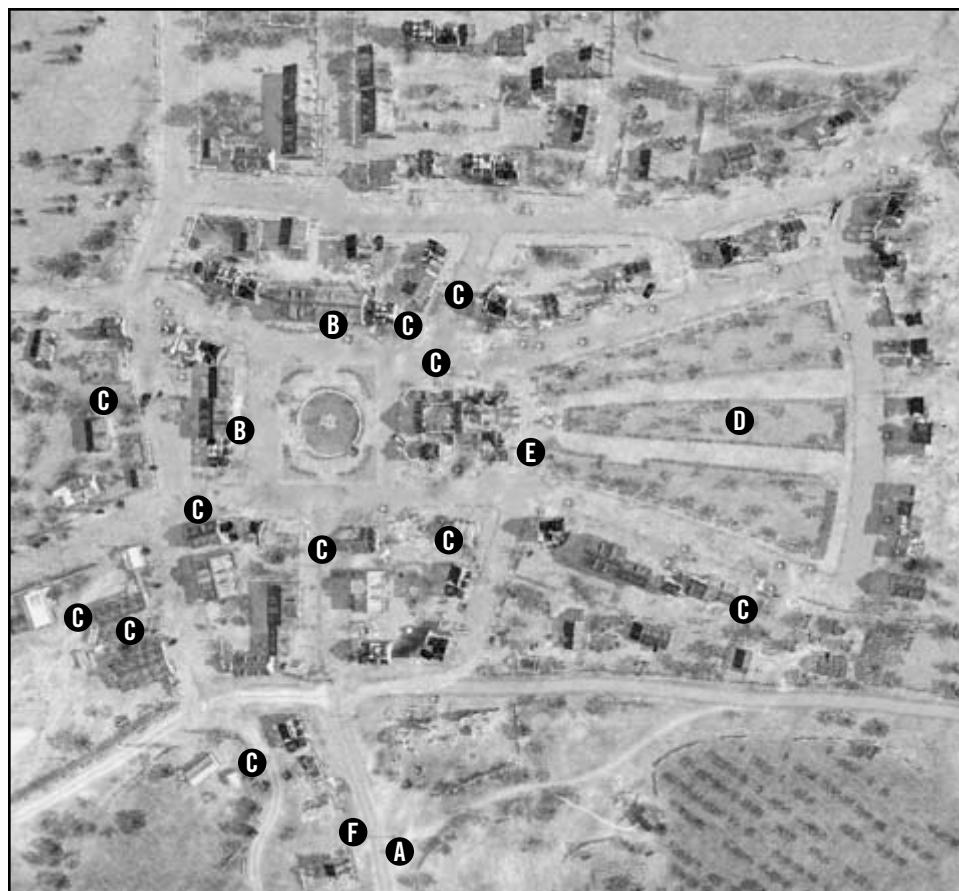
## Mission Objectives

- ★ Take out the Allied staff tanks of the 4th Armored Division
- ★ Ensure the remaining tank is not destroyed
- ★ Escape
- ★ Ensure Wittman survives

## Units

- ★ Pz-6 Tiger

- A:** Starting Point
- B:** Snipers
- C:** British Tanks
- D:** Final Tank Group
- E:** Tiger Breakdown
- F:** Exit Point



There's something strange about the armor column—none of the tanks have insignias. As Wittman accurately deduces, this means the command tanks are still back in the town. Unfortunately, the tanks are still broken down, and only one Tiger is active. Being one of the greatest tank commanders in the German army has its benefits, however, and one of those is confidence.

To prove his reputation isn't hyperbole, Wittman has decided that he, with a lone Tiger, will infiltrate Villers-Bocage and destroy all the remaining tanks. It's an easy decision for him to make—after all, you're going to have to do all the driving.



Luckily, this mission doesn't have the time constraints of those that preceded it. This gives you an opportunity to take a quick tour of the town before actually instigating combat. Notice the locations of the tanks, but beware that when combat starts, they'll begin converging on you. Don't expect to take them on one at a time. Generally, you have at least two on you any time you're fighting. But having an idea of where they'll start allows you to know how many you might be facing at any one time. Luckily, you brought a repair kit.



Take direct control of the Tiger, and drive north toward the mounted gun. Mounted guns won't cause much damage to you, but you'll want to take them out regardless. A tank directly to the north begins firing at you. Return the favor, and take it out with a few shots to the turret. Conserve ammunition in this mission, and don't waste any shells. Only take sure shots, and don't be afraid to take some damage—the Tiger is a hardy tank, and you can repair it as long as the damage is minor enough.

### TIP

Always use the machine gun on human targets; you need to conserve your shells for tank-to-tank combat. In heavy combat situations, switch between guns constantly so you can take down human targets while your shells reload.



When the first tank is destroyed, drive west along the dirt road to the south of town. Turn north up the side road. There are three tanks nearby—one is hidden in a building, one is at the end of the road, and one is in a yard to the northwest. Engage them one at a time. Aim for the hidden tank first, then get the tank at the end of the road. The final target will

be the tank behind the house, as it won't be a threat unless it moves into the open while you're engaged with the other two.



Make any needed repairs, but make sure the area is free of enemies before your crew exits the tank. Losing a member of your crew puts you at a serious disadvantage, so only make repairs when you are sure it is safe.

### CAUTION

Making repairs puts one of your crew at risk.  
Check the map for enemies before sending any of your crew into the street.



Continue north along the road. The next tank is located off the road to the west. It's alone, so you shouldn't have any trouble. The more important target here is the building to the east. After the tank is destroyed, turn your turret and level the building. There are several British soldiers inside, including a sniper with a bazooka in one of the upper windows. Machine gun anyone who survives the demolition of the building.



Drive north and turn east into the city center. Be careful: There is another bazooka-wielding sniper in the building on the north side of the courtyard. Take him out with machine gun fire, but you can break the rule and use an explosive shell if you're having trouble hitting him.

Your gunfire attracts the tanks to the east. There are three of them, so try to disable the front tank to blockade the others. You'll have more time to shoot as they attempt to maneuver around the disabled tank, and its hull may also prevent them from getting a good shot at you.

There are two mounted gunners in the courtyard. Get them last, then make any needed repairs. Only do this when the coast is clear. The courtyard is the most dangerous spot in town, because soldiers (many of whom carry bazookas) lurk in almost every building.



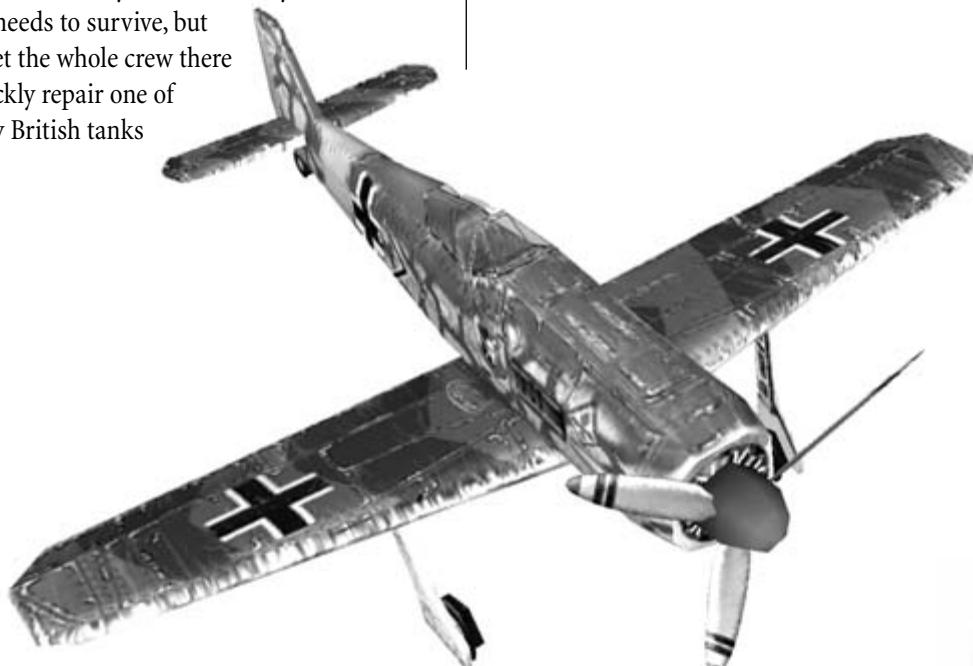
Cut south through the courtyard and move east to find the remaining tanks. Once all the tanks in town have been destroyed, two more roll in from the park at the east end of town. Disable or destroy these to finish your first objective.

After you've cleared the town of its armor defenses, the Tiger breaks down. There's no way to avoid the breakdown—the Tiger has to be left behind. Stay in the Tiger until the coast is clear, then jump out of the tank and make a beeline for the exit point. It's near where you started. Only Michael Wittman needs to survive, but you can get the whole crew there if you quickly repair one of the nearby British tanks

and jump in. You should have time to do this before the newly-arrived armor gets to your position. If there's no tank in repairable condition, though, you're going to have to hoof it.



If you must move on foot, stay close to buildings and keep the map open so you know where the enemy is. You don't want to stop and fight if you can avoid it—staying alive is your only objective at this point. When you reach the exit, don't say goodbye. The mission may be over, but Villers-Bocage hasn't seen the last of Michael Wittman.



# Mission 4: Hunter

## Mission Objectives

- ★ Tear the enemy defenses apart. Leave nothing standing
- ★ Drive forth into town

## Units

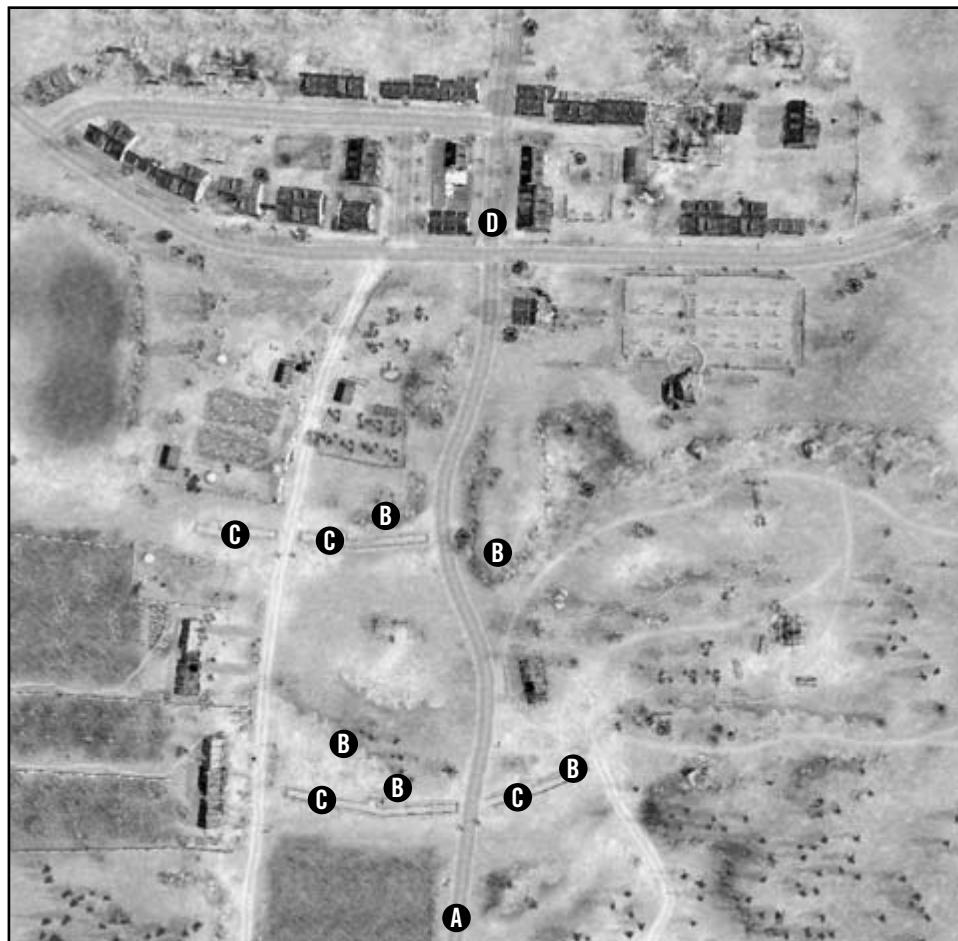
- ★ Pz-6 Tiger
- ★ Tankmen (4)

**A:** Starting Point

**B:** Artillery

**C:** Trench

**D:** Villers-Bocage Entrance





Wittman is not one to leave a member of his unit behind—especially if the member in question is his trusted Tiger. Armed with a manned Tiger and a secondary crew, he plans to storm Villers-Bocage and take the town, and his tank, back.

Unfortunately, his previous assault made the British aware of the town's weak defenses. They've reinforced Villers-Bocage's interior and perimeter. The perimeter is now guarded with several pieces of artillery, and numerous Shermans and Cromwells, among other vehicles. Two trenches have been dug, providing cover for the British foot soldiers stationed at the town's exterior.



Check the terrain ahead before getting started. The south portion of the map is made up of a large field to the west and some hills to the east, and the two sides are separated by the main road. Two trenches divide this section from the center, where a hill and a small house make up the west and east sides, respectively. Two more trenches, both on the west side of the map, mark the outskirts of town. Before the town proper, there is a small farm and another house located south of the paved road running east/west. Villers-Bocage is to the road's north.



Your troops begin in a small forest to the field's south. There are four men riding the Tiger. Remove these passengers from the tank and, for the moment, keep them stationed back here. Ready their weapons and place them among the trees, but set them to hold their positions. They take out British troops that try to flank the Tiger as it approaches, but keep them as safe as possible until they can appropriate one of the British tanks.

Drive the Tiger forward, and move into the large field to the west. There are two artillery cannons on the hill to the north: one at the bottom of the hill, hidden behind some bushes, and the other near the top. Drive until you're at the limits of your cannon's range, then fire an explosive shell at the first piece of artillery.



Switch to the machine gun and fire at any British soldiers advancing from the trench. When another shell has loaded, drive forward and take out the second cannon.

Tanks will approach from the north, along the main road. Load an AP shell into the cannon and fire at their treads. Disable, but don't destroy, one of these tanks by aiming for its treads. All other tanks and vehicles can be destroyed.



Gun down the remaining soldiers in the west trench, then begin moving to the east. There is a third cannon here, at the trench's far eastern side. Load an explosive shell and take it out, then turn your machine gun on the soldiers in the trench. As you fight, other British soldiers come from all sides. As in previous missions, target any enemy with a bazooka first, and watch for the telltale signs of grenade-throwing. If a soldier isn't carrying a gun, and pauses briefly when he gets near your tank, chances are he's about to throw a grenade—gun him down before he gets the chance.



After clearing out the map's southern portion, make any needed repairs to the Tiger. Bring your four tankmen up and board one of the British tanks. Drive the Tiger next to it and send one of the crew members over to repair your new tank—there's a repair kit in the Tiger's inventory. Place the repair kit into the Tiger when the second tank is complete, and send the crewman back into his tank.

Begin moving up the main road past the first set of trenches. More British tanks come from the east, so be ready for them. Engage these tanks before you get within range of the artillery on the hills to the north. Be very careful when the men start jumping out of these tanks; several of the crew members will have bazookas. After these tanks are down, go to the hill to the west and take down the artillery ahead with explosive shells.

**TIP**

Try to use armor-piercing ammunition against the British tanks and save your explosive shells for the artillery crews. Once all five pieces of artillery have been taken out, switch to explosive ammunition against tanks and vehicles.

More British vehicles move in from the west, including an M3A1 and more Shermans and Cromwells. Destroy the vehicles before attacking the men in the trenches, unless someone is running at you with heavy weapons or a grenade, the vehicles should be your first priority. After destroying this wave of vehicles, turn your machine guns on the trenches. The addition of the second tank makes ammunition less of an issue. If you're having trouble hitting the soldiers with your guns, use the British tank to fire explosive shells at the trenches.



Select both your tanks and begin driving up the dirt road on the west side of the map. Be cautious as you approach the north end of the road; there's a sniper hiding in one of the buildings nearby. Fire an explosive shell at his hiding place to take him out.

More British tanks arrive from the east. You're in the open here, so be careful. Additionally, British troops begin moving in from the building near the main road—you're almost done, so hang in there and remember to quickly switch between weapons to eliminate all incoming threats. Make sure the Tiger doesn't take major damage. Minor damage is fine, so long as it can be repaired. You may want to sacrifice the British tank. Have it move in front of the Tiger to take the brunt of these final attackers.



When the British tanks and the troops are down, check your map to see if there are any enemies left. Chances are there's at least one remaining—a bazooka-wielding soldier hiding out in the house at the north end of the main road. Level the house with explosive shells and take him out. The path to Villers-Bocage should be clear now. Make any needed repairs, and drive up the main road into town.

## Mission 5: Liberation

### Mission Objectives

- ★ Get to the forsaken Tiger
- ★ Hold the town until reinforcements arrive

### Units

- ★ Pz-6 Tiger
- ★ Tankmen (4)



**A:** Starting Point

**B:** Tiger

Wittman has returned to conquer Villers-Bocage. The town is in ruins from his previous assault, and the British have gone to great lengths to make sure the Germans won't have an easy time taking the town. There are even more tanks stationed in town this time, but Wittman is resolute in his determination to rescue the Tiger. And if you can conquer the town in the process, it makes the risk worthwhile.

As in the approach to Villers-Bocage, you begin this mission with Wittman and his crew in a Pz-6 Tiger, and a secondary crew of four tankmen, currently without a vehicle. You begin in trees on the west side of town. Select your tankmen, ready their weapons, and have them lie prone. Set them to hold position mode, then select the Tiger.



Shermans and Cromwells will be moving in on your position from the south and east. Move your Tiger to the top of the hill near your starting position and fire at the oncoming armor from this elevated position.

If you get in trouble, select one of your tankmen and have him ready an RPG 40, then run to the crest of the hill and toss it down at the enemy tanks. They are clustered together so they make an easy target—and a single grenade may take out more than one tank.



Try and disable a British tank—you need a vehicle for these pedestrian tankmen. Once the first wave of British tanks has been defeated, make any necessary repairs to the Tiger, and then repair one of the less-damaged British tanks.

Be careful as you move from the hill. The buildings to the east are housing two bazooka-wielding British commandos. Fire some explosive shells to level the buildings and shoot the men if they survive.



With both tanks repaired, begin driving east along the road. Keep the Tiger at the front and use the British tank for support fire if you encounter any enemies along the way. Turn right into the town center.

A few more British tanks attack. There are also some mounted machine gunners here, but save them for last. They won't do real harm unless one of your crews is forced to evacuate. Be wary of the bazooka-wielding sniper in the building on the far west of the courtyard. You may remember his friend from your first visit to Villers-Bocage. Send him off to meet his friend with an explosive shell through the window.



Before taking the Tiger, which is sitting to the east, you may want to engage the rest of the British forces. Many of them have already moved in on you and attacked, but check your map for any remaining vehicles. Remember that vehicles are marked on your map with triangles, while foot soldiers are circles. Don't worry about the foot soldiers, but go after any remaining vehicles that aren't guarding the Tiger. There won't be too many left.



After clearing British forces from the town, move to the Tiger. It's being guarded by a couple of tanks on the town's east side, near the park where it was destroyed on your previous attack on the town. There's also an artillery cannon nearby. Fire an explosive shell at the cannon, and take out the tanks. Be careful not to hit the Tiger itself, or you'll need to repair it, and you won't want to waste the time doing this after you've boarded it.

When the coast is clear, remove the crew from the British tank and send them to the Tiger. If you've lost that crew, you'll need to use the crew from your primary Tiger. Ideally, though, after reacquiring the Tiger you'll have two at your disposal.



The Tiger is not in prime condition, but it's been loaded up with ammunition. The British obviously didn't think you'd be coming back, so all you need to do is perform some minor repairs on the engine. As soon as you board the Tiger, a large wave of British tanks begin rolling in from the south. Turn your tanks to meet them head on. You need to hold the town until reinforcements arrive.

Drive forward to meet the oncoming tanks, and take cover among the buildings to the south. Don't leave the town to meet them, but stay near the outskirts so you can hit them before they can take cover among the buildings. Fire on them as soon as they come into range. When the first few are disabled, roll back out of their cannons' range and take on the rest.



A second wave arrives shortly. Again, turn and go meet them head on. Disable the first few, and then get out of range and then take on the rest. You must survive until the rest of the German tanks arrive. If you find yourself disabled, hold on and keep firing.

When the German tanks roll into town, you've completed the scenario and the campaign...and you've seen the power of the Tiger first-hand.



# Chapter 10

## Bonus Missions



You've finished all four campaigns, and now you want some dessert. The bonus missions are sometimes quick and easy, sometime lengthy and challenging. The one common factor between the bonus missions is that they are all fun, goal-oriented missions unburdened by a complicated narrative. Some of them have their own little stories, but you don't have to worry about your campaign troops, who survives, and what happens next. You just have to get in and start fighting.

If you want to battle it out with a lot of enemies, most of the bonus missions will give you just the scenario you're looking for. But one thing to keep in mind about these missions is that they are meant to be challenging. While Frontline is easier than most other missions in the game, the others provide you with some of your biggest challenges yet.



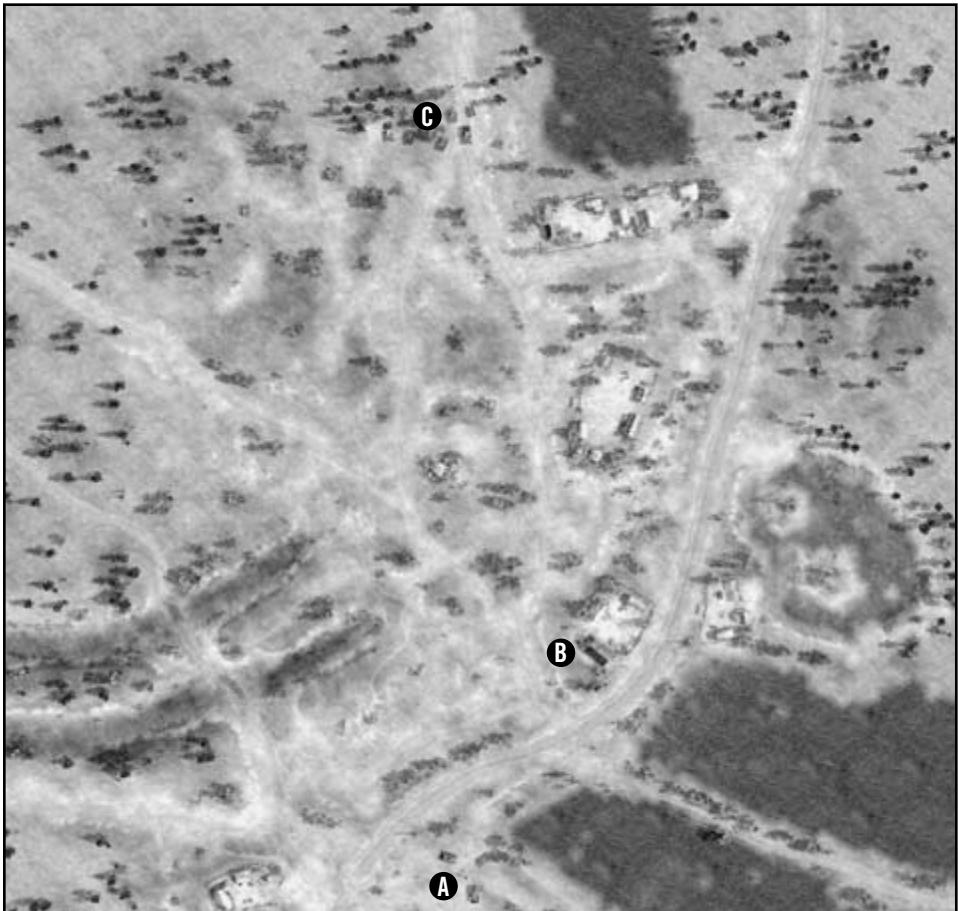
## Bonus Mission: Tank Attack

### Mission Objectives

- ★ Prevent the German tanks from breaking through to the towns of Nikolayevka and Volchye
- ★ Wait for reinforcements

### Units

- ★ T-34 (2)
- ★ KV-1
- ★ T-26 (2)
- ★ ZiS 5
- ★ IS-2
- ★ T-34/85
- ★ Soldiers

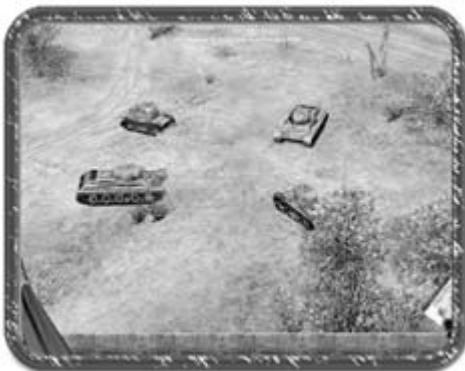


A: Starting Point

B: Farmhouse

C: German Tank Entry Point

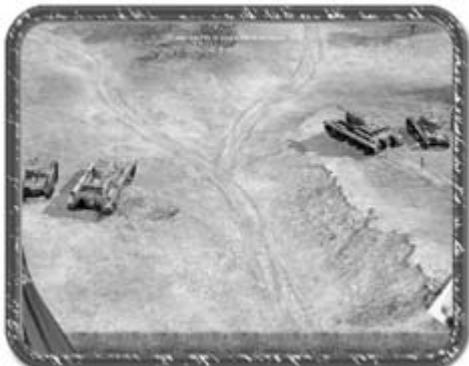
In this challenging, all-tank combat mission, you must hold back an endless swarm of German tanks for fifteen minutes. You must not allow any German tanks to escape the map. This tests your armor mettle, and you need to put all of the strategies you've learned to use.



If you've played through the German campaign, this mission is somewhat familiar. It is similar to that campaign's Reconnaissance mission; both require you to take on swarms of tanks with a very limited number of troops. You have more tanks here than you did in that mission, but you also have more (in fact, endless) opposition.

You begin with a T-34, a KV-1, and two T-26 tanks. The T-34 and KV-1 are stronger than the T-26s, so make sure they take the lead. Select all your tanks and drive north to the farmhouse on a hill. Arrange your tanks for maximum damage: Position the T-34 on one hill and the KV-1 on the other, with one next to the farmhouse and one directly across the road.

Position the T-26s slightly behind the others, on the far side of the hill from the road. They can't take as much damage as the larger tanks, so get some protection from the heavier tanks' hulls. They also can't



do as much damage, so their slightly limited firing area isn't a problem.

You also begin with a ZiS 5 and two soldiers. Order your soldiers into the truck and drive just past the tanks. Exit the truck and examine it: Remove as many mines as you can carry and plant them all over the road. Now order your soldiers back into the truck and move it to safety.

Have each tank load a shell. Remember, explosive shells are best for disabling tanks, while armor-piercing shells are best for destroying them. The first wave of German tanks should be making its way down the road, so get ready.

**TIP**

Using direct control mode provides a big advantage in this mission. Drive your tanks in circles around opponents, hitting their vulnerable sides and backs. They won't be able to hit you if you keep moving.

As the first wave rolls in, fire at the treads on the first few tanks. As in previous tank-combat missions, using the enemy's own tanks to create blockades can be very effective. It forces the tanks behind the disabled vehicles to maneuver around, making firing difficult and often exposing their sides. With most tanks, it's fairly easy to disable them by firing an explosive shell at their treads. Heavier tanks are more difficult to disable, but most of the tanks you'll be facing are light- or medium-class.



As the tanks become damaged, their crews emerge. Use direct fire mode to quickly switch between weapons as the Germans advance. Fire on the tanks with shells, then switch over to the machine gun and fire at any infantry. Keep switching and sweeping the map with your machine gun, then firing at the tanks while the next shell loads.

If any of your tanks are disabled to the point that they can no longer fire effectively, immediately switch to another tank and keep firing. Remember, you can quickly cycle through your units by pressing **[<]** or **[>]**.

Enemies come in waves, with a few tanks and a few infantry riding them. Generally, the Germans come straight down the center of the map, though



occasionally one or two slip away to the west and try to flank your tanks. Keep an eye out for these wayward tanks, and target them first as they approach.

Between waves, move the ZiS 5 up again and place more mines around the perimeter of the fighting area.

The enemy often abandons tanks that are still in good enough condition to fire their weapons. If any of your tanks are completely shot (most likely this will be the T-26s) send the crew over to one of the heavier German tanks. You may want to commandeer German tanks after the first wave regardless—the medium Panzer-class tanks are more powerful than your T-26s, and you'll likely lose mobility in some of your tanks during the first attack. An immobile tank with a heavier cannon is better than an immobile T-26.



**CAUTION**

There are no repair kits available, so any damage you take is permanent.



Your reinforcements arrive halfway through the mission. At this point, you get three more tanks—a T-34, a T-34/85, and an IS-2—which appear at the original starting point. They arrive during a break in German tanks. Select these three and drive them up to the others. Another wave of Germans approaches quickly, and you need to get these tanks into position.

The question is, where should they go? The area around your other units is now a heap of scrap metal, and many of your tanks will be immobile due to ruined engines and broken treads. You still need their firepower, so don't move the T-34s too far from them. Instead, take up positions around the hills where your initial group made its stand. Try to find spots with a good area of fire, but where enemies have trouble firing back without hitting the burning wrecks of their predecessors.

Elevation is important. At ground level, your ability to fire is impaired by all the previously destroyed tanks. Drive into spots next to your other tanks, but allow room to fire without hitting them—they're most likely ready to blow, and you don't want to take them out with friendly fire.

The next wave will likely be the last you have to face. The clock is winding down, so hang tough through the next bout of combat. Direct control one of the new tanks, and maneuver around enemies so you can hit their weak spots. Keep pounding away at them until the timer runs out and you will be victorious.



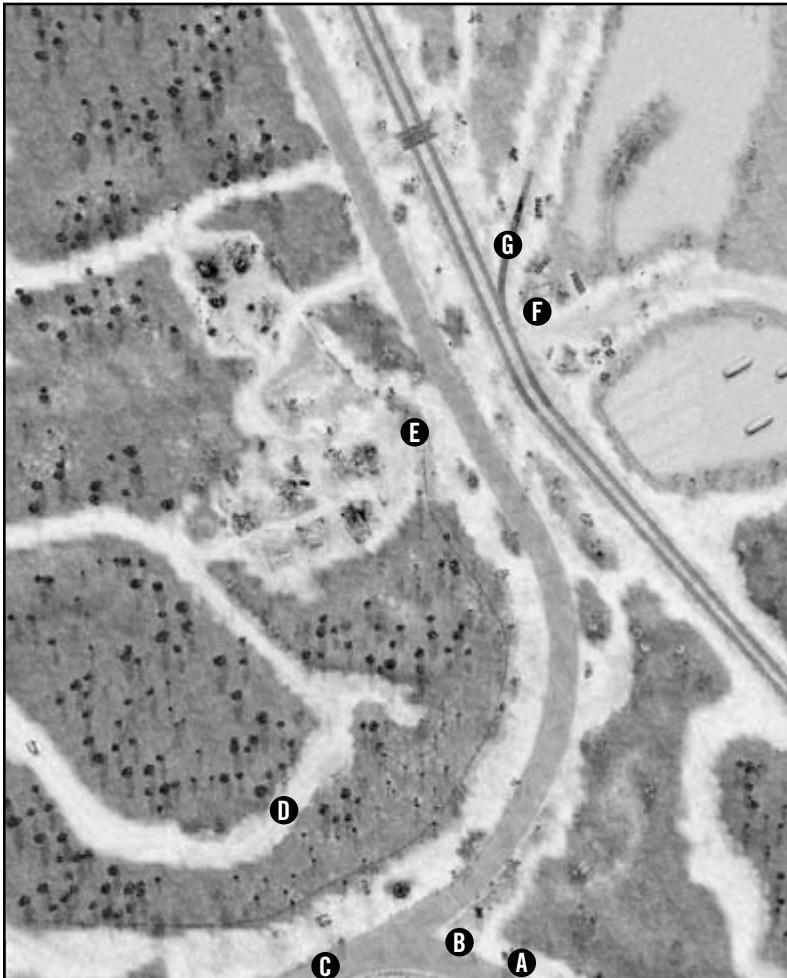
## Bonus Mission: Outfront

### Mission Objectives

- ★ Stop and examine the truck
- ★ Find and liberate the commander of the partisan detachment, who was taken prisoner
- ★ Direct the train to the dead-end track
- ★ Prevent the train from leaving

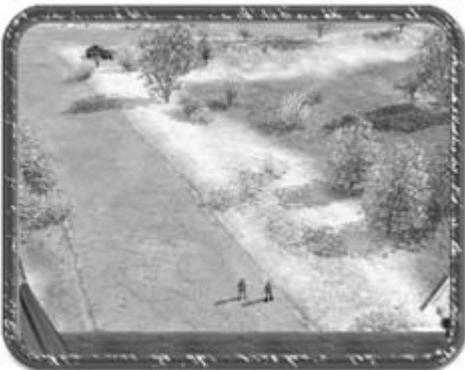
### Units

- ★ Soldiers



- A: Starting Point
- B: Guards
- C: Truck Entry Point
- D: Service Road
- E: Watchtower
- F: Partisan Detachment Commander
- G: Dead-End Track

Your men have been given intelligence that a truck headed this way is transporting a prisoner, the commander of a partisan detachment. He's being taken to a small outpost up the road. You must stop the transport truck from delivering him. The truck is due to arrive at your starting point in a couple of minutes.



Select both your soldiers, lie prone, and crawl for cover in the bushes to the north. Ready an RPG 40 and toss it at the nearby vehicle, then open fire on the guards. Hit this vehicle dead-on or you'll end up with only one soldier to complete the mission with. If your grenade misses, quickly target the gunner and start firing. When the nearby Germans are dead, take cover amongst the trees on the north side of the road, ready your weapons, and wait for the truck.



Select the soldier with the rifle. Have the other load his weapon, and set him to fire at will mode. Make sure both soldiers are set to hold position—there's nowhere for them to run, and you want them to keep firing once the transport arrives.

When the truck comes into view, aim for the driver. Your first priority is to stop the truck. When the driver is down, start firing at any incoming soldiers. Two of the truck's escort vehicles are BMW-R12s. These are fragile and explode with a few concentrated bursts of gunfire, so use them as bombs if necessary. Do not hit the truck once combat starts.



When the Germans are all dead, search their bodies for equipment. Note that you should find a second weapon for your

rifleman—there is little rifle ammunition available, so save it for later. Grab a machine gun if available, as you can scavenge ammunition from the BMW-R12s.

Search the truck. It's empty. The prisoner must already be at the outpost. Looks like this mission just got tougher.

Throw a grenade at the fence on the hill to knock down a section. Take this road up to the enemy base because it isn't as heavily guarded as the main road. If either of the BMW-R12s is still in working condition, hop on and drive over the hill, through the gap in the fence, and north to the compound.



Approach the compound carefully. The west section is full of Germans. Check your map to see where they're hiding. The two buildings near the service road both have a single guard, and a group of Germans patrols the area. More enemies are in the east buildings, and there's a manned watchtower on the east side near the main road. You'll be out of range of the watchtower, so don't worry about it yet.

Kill the guards in the buildings, then search the crate in the north building for a stack of 7.92mm MP-44s. If your rifleman still needs a second weapon, now is the time to grab it.



Take cover at the building and take down the patrol as they pass. There are a couple of fuel barrels to the east; time your attack correctly and you can blow the whole patrol sky-high.

Select your rifleman and have him arm his rifle. Aim at the watchtower and take out the gunner. Germans pour out of a nearby building. There is a fuel barrel near this building, so shoot it to take down a few of the oncoming soldiers.



The fighting is likely attracting the attention of more soldiers. Hold them off while one of your men makes a break for the tower. Climb up and grab the gun, then open fire on anyone within range. Unfortunately, the watchtower doesn't have enough range to hit the soldiers on the opposite side of the road. Cross the road and take them out at close range.



Remove your man from the watchtower, then select both your soldiers, have them go prone, and crawl across the road to the bushes on the west side of the ditch. Ready and load your weapons, then open fire on the Germans patrolling the area. This likely attracts a few of the soldiers inside the nearby building, so be ready for a serious fight. Stay prone, and use direct fire or direct control to fire as precisely as possible.



The prisoner is being held in the small building by the train tracks. Unfortunately, he's also under heavy guard. The building is full of Germans, so find a means of luring them out.

Search the nearby bodies. Most of these soldiers carry smoke grenades, so you won't have trouble finding some—and this should give you an idea for a solution to your problem. Toss a smoke grenade into the building to drive the remaining soldiers out. If they don't emerge, head to the window on the north side of the building and pick them off from there.



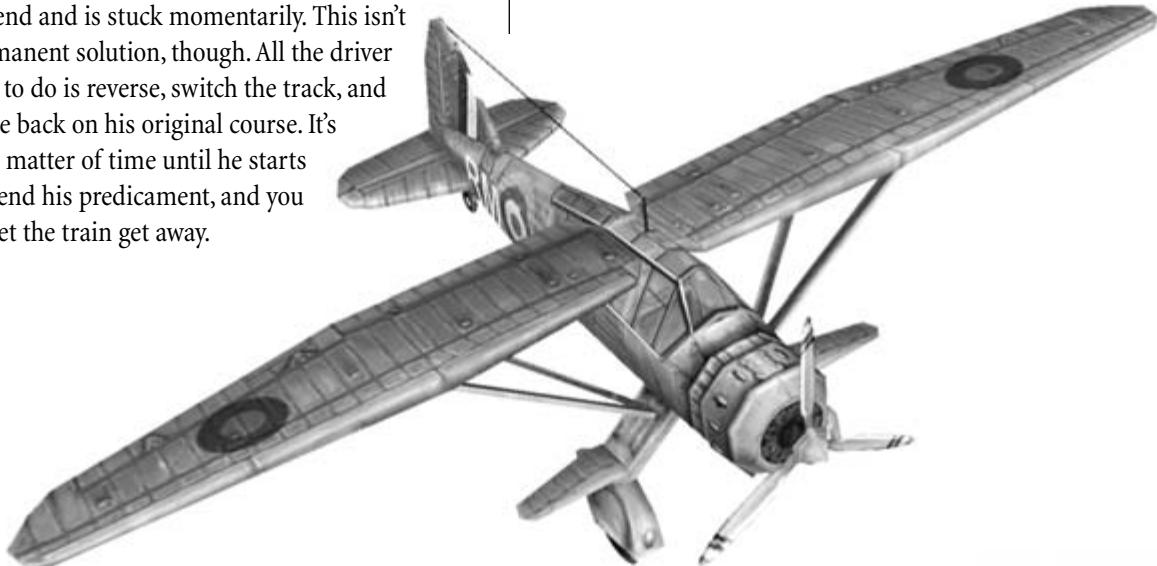
Once the guards are gone, enter the building and speak with the commander. He tells you that a cargo train is headed this way. You must stop it before it reaches its destination.

Examine the track. Notice that near the building, the track splits in two. One track heads off into the distance, where the German army awaits its supplies. The other track runs into a dead end. Select either of your soldiers and click on the track switch west of the building. Pull the switch to change the track.



Now wait for the train. It veers off toward the dead end and is stuck momentarily. This isn't a permanent solution, though. All the driver needs to do is reverse, switch the track, and he'll be back on his original course. It's only a matter of time until he starts to amend his predicament, and you can't let the train get away.

Move everyone far away from the train. Select either of your soldiers, then ready a grenade. See the tankard just behind the steam engine? It's full of fuel. Toss a grenade at the tankard. It will explode, blocking the track and preventing the train from moving.



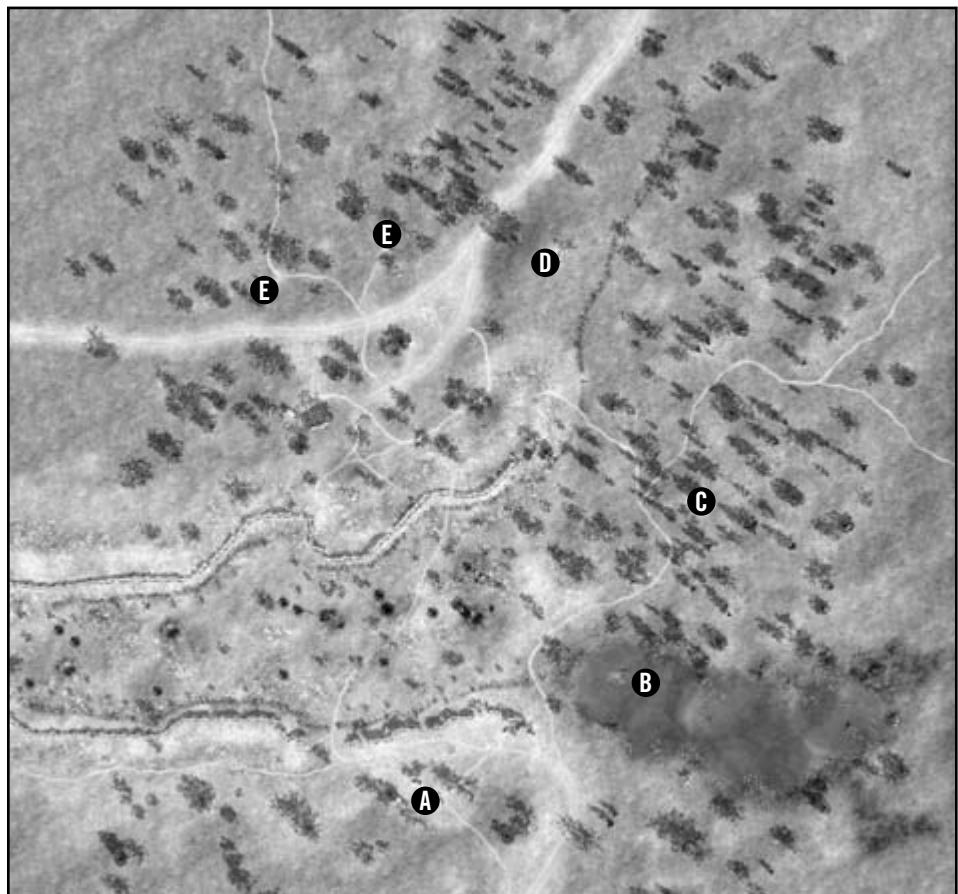
## Bonus Mission: Frontline

### Mission Objectives

- ★ Clear the grove of snipers
- ★ Get to the rear of the Germans
- ★ Destroy the enemies' mortars

### Units

- ★ Soldier



**A:** Starting Point

**D:** Mounted Machine Gun

**B:** Swamp

**E:** Mortars

**C:** Grove



This is a fun, quick mission in which you control a single unit in the midst of absolute craziness. As the name implies, this mission takes place on the front-line of the war. You are surrounded by chaos—mines exploding, mortar shells dropping, bullets flying like swarms of bees.



### NOTE

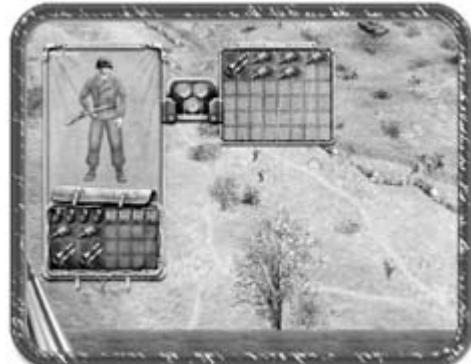
If your soldier dies, another one will be made available. You have four soldiers with which to complete the mission.



Your men are under heavy fire from the German mortars, and they require one soldier to slip behind enemy lines and disable them. Guess who that is going to be?

You'll find excellent equipment in the crates nearby. There are anti-personnel mines, plenty of ammunition, and grenades of all kinds. On most any other mission, all of this would be useful. But the only things you need are a few RPG 40 grenades and as much rifle ammunition as you can carry.

Drop prone and crawl toward the grove to the northeast. Stay covered as much as possible. Do not to head into the swamp to the east. Though swim



ming might seem like a good way to avoid enemy gunfire, that's a treacherous swamp, not a swimming hole. If you enter the swamp, you'll be killed instantly.

When you reach the grove, you are given a new order: Kill all the snipers. Check your map to see their locations. There are only a few, and they're hidden among the trees.



If you aren't already in direct control mode, activate it now. You should be able to take out all the snipers from a single location. They're all somewhat close to one another, and unless a tree is blocking your shot you should be within range of all of them. Use the trees as cover, because as soon as you fire a shot they start gunning for you, if they haven't already. Kill all the snipers to complete the first objective.



Stay prone and continue crawling north toward the mounted gun ahead. More snipers will pour into the forest to replace those you killed, so take them out if they spot you. If you aren't seen, don't worry about them. This is not a mission in which to attempt to completely eliminate the enemy.

**CAUTION**

Don't try to infiltrate the frontline from the grove. The path is covered with mines, and you'll be killed instantly.

When you get within range of the mounted gun, take aim at him but don't fire until the road is clear. Many German vehicles will be driving up and down the road, and you don't want to alert them to your presence. When there's a lull in the traffic, shoot the gunner. Now crawl up and take cover behind the barricade.

If you're feeling adventurous, grab the gun and start firing at some of the passing vehicles. It isn't necessary, though. A safer bet is to wait for a lull, then move across



the dirt road to the patch of trees on the opposite side.

Go prone and inch your way toward the first mortar cannon. Ready an anti-tank grenade. When you get within range, toss it at the mortar.



The anti-tank grenade destroys the mortar and its crew. Make a run for the trees to the west and the second mortar is now in sight. If you've attracted attention, deal with incoming enemies before throwing your second grenade. If you have enough time, though, toss it at the second mortar. When the second mortar is blown to bits, the mission ends.

**TIP**

If your grenades don't destroy the mortars, you also have dynamite in your inventory. As a backup plan, you can use dynamite on the mortars to destroy them.

## Bonus Mission: Hutor



### Mission Objectives

- \*Remove all traces of the enemy from the village area
- \*Do not allow anyone to escape
- \*Completely eliminate the enemy from the territory

### Units

- \*T-34
- \*Soldiers



**A:** Starting Point

**B:** Town Entrance

**C:** Fleeing Units

This map is actually a slight variant on Chepel, the very first mission in the Russian campaign. It's a smaller area, and the village isn't heavily guarded. This mission is a quick straight battle mission, although there is a slight twist once you enter the town proper.

You begin with a T-34 and three Russian soldiers. You want to protect your tank in this mission; it isn't equipped with a repair kit. There are some tanks in the middle of town, and you don't want your own armor disabled too quickly.



Drive a bit forward and ready the cannon on the T-34. As soon as the SdKfz-232 is in range, fire an armor-piercing shell at it. This attracts the nearby German infantry. As soon as they start running, turn your machine gun on them. Don't let any of them get too close. They're armed with anti-tank grenades, and so you need to take them down before they have a chance to use them. Use your soldiers and your tank to kill them, then turn your attention to the SdZfz-223.

When the SdZfz-223 approaches, aim for the gunner. Try to keep the vehicle intact. Once the gunner is dead, the driver takes his place at the gun. Again, shoot the soldier. Now place two of your soldiers in the vehicle.



Drive forward and shoot the Germans in the trench, and then fire an explosive shell at the house to the north. More Germans approach from the village; take them out before you cross over into the village itself. Once you move over the trenches, you'll get your second objective, and you'll want to make sure nothing is impeding your progress when the time comes.

Among the next group of Germans is a medium tank. Note that your infantry has a few anti-tank grenades. Run forward and use these as soon as you see the tank approaching. Don't let it fire at the T-34, or else there's a good chance your tank will be immobilized. Drive forward when the road leading into town is clear.



As soon as you cross over the trenches, you'll be given your second objective: Prevent anyone from escaping. Drive the tank (and the SdKfz-223, if you have it) up to the dirt road ahead. Some Germans make a break for it on a BMW-R12. Fire your machine guns at it. It's a fragile bike and will be knocked out of commission easily. An APC is next, also making a run for the main road. Fire your cannon at it, or just shoot the occupants to stop it.



The escaping Germans have been taken care of, but now you need to clear the village. Some tanks drive in from the north, and a full APC comes in from the west. Ready your soldiers' anti-tank grenades and your tank's cannon, and take care of the vehicles as they come into range. Get the APC when it is still full—an anti-tank grenade not only destroys the vehicle, but it eliminates all the occupants as well. Otherwise, pick them off with your tank's machine gun.



Drive up the road to the northwest. A few soldiers are milling around a small wooden house. Kill them, and then follow the road as it loops around to the south.

More vehicles await you to the south, including an SdKfz 10-5. Attack this one first, then turn your attention to the tank. Clean up any infantry remaining, and you've liberated the village.



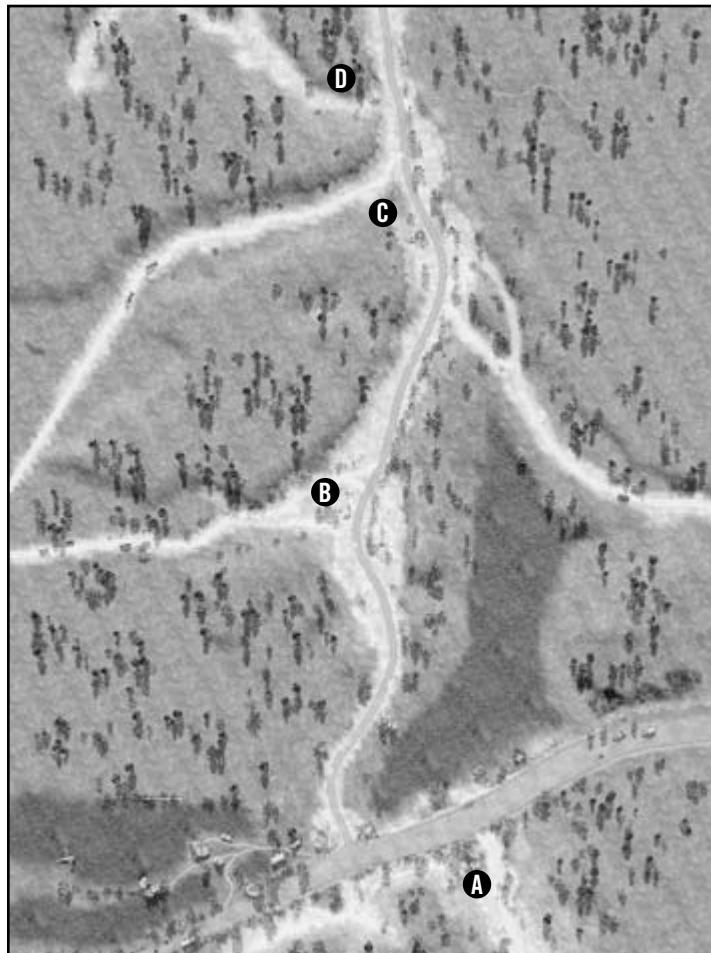
## Bonus Mission: Defend

### Mission Objectives

- ★ Get to your defensive position and warn the troops about the enemy's attack
- ★ Stop the German attack
- ★ Retreat and take the defense
- ★ Stop the second German attack
- ★ Escape down the small path

### Units

- ★ Soldiers
- ★ BT-7
- ★ Pak 40
- ★ Flak 38



**A:** Starting Point

**B:** First Defensive Post

**C:** Second Defensive Post

**D:** Exit Point

You begin with a solitary soldier, isolated at the southern edge of the map. He has been spying on German troop movements, and has learned something significant: The troops are moving on your defensive positions to the north. Your first objective is to make it back and warn your troops.

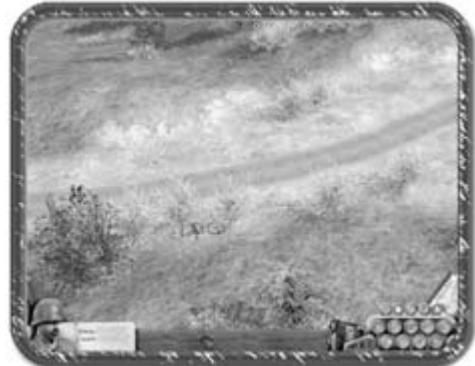


A group of vehicles leaves the German outpost to the west. Another comes up the road to the east. Find cover and wait for them to pass. Once they've moved by you, run north. You may be spotted, but keep running. It will take the enemy a second to ready their weapons and begin firing, and you should be clear before they can do much damage. It is almost impossible for you to fight them, so your only realistic choice is to run.



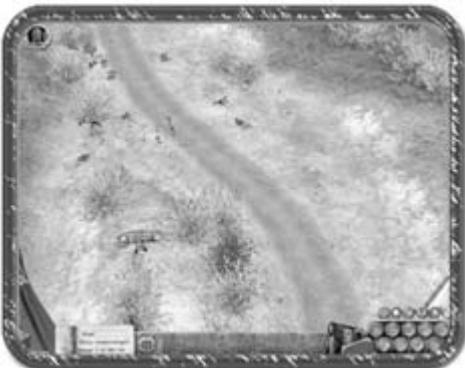
When you reach the first defensive post, you're given control of the troops there. Two soldiers are on mounted machine guns, and a crate is nearby. Examine the crate. Inside you find a bazooka, some bazooka ammo, and a few anti-personnel mines. Take the mines first.

Walk south and find a good spot among the trees to the east of the road. Select the mines as your active item, and click the use button to set them among the trees. When enemies are being shot at, their first move is to look for cover. The enemies coming your way will dive for cover among these trees, and they'll have a deadly surprise waiting when they do.



After placing the mines, move back to the crate and grab the bazooka and the ammunition. Hide this soldier amongst the trees near the northern mounted gun, and set him to hold fire.

The first assault is made up entirely of infantry. Your two guns are more than sufficient for holding them off, but you'll want to take direct control of one of them to be sure. Kill any incoming soldiers. They'll try to hide, and if you don't get them now they'll be more problematic when the second, stronger assault arrives.



The second wave of Germans consists of a single tank and two SdKfz-10/5s. Luckily, as it approaches a BT-7 arrives and joins your forces. Move the tank so it is situated in the middle of the road, facing south. You'll also want to take direct control of your soldier with the bazooka.

Aim the bazooka at the first SdKfz-10/5, and fire when it gets within ideal range. Wait until you are sure you'll hit it before firing—remember, when a target is outside the ideal range, the distance meter will be yellow or red. Wait until it turns green before firing the bazooka.



The bazooka shot takes out the first truck. Take direct control of the BT-7, and concentrate your fire on the enemy tank. You

want to destroy it, so use armor-piercing shells on its turrets, and pound away at any spot that shows visible damage.

The second SdKfz-10/5 arrives behind the tank. Switch back to the bazooka and fire, waiting until the vehicle is in ideal range. Your mounted machine guns should be dealing with any vehicle crews who escape the wreckage, but if you see any stragglers, use the tank's machine gun to make sure no one survives this assault.

After all three German vehicles are destroyed, you're ordered to retreat to the second defensive post, located up the road to the north. Remove the men from the guns and have all three soldiers climb onto the tank. If the tank is damaged, you'll find a repair kit in its inventory. Fix it fast; more Germans are headed up the road.



The next assault is more intense. Luckily, you have more forces to deal with it. At the second defensive post, you'll find a few more infantry, two of which are armed with DTs. Leave these at their posts.

More importantly, you have big guns on either side of the road. On the hill to the west is a Pak 40, a great cannon and your best

asset in the coming fight. On the east side is a Flak 38, which is a slightly weaker cannon, but still powerful—especially against infantry and lighter vehicles.



Drive the BT-7 onto the hill near the Pak 40, positioned so that it has a good view for firing down onto the road. German tanks roll in shortly, so take control of the Pak 40, load a shell, and start firing as soon as the first tank gets within range.

The Germans come not only from the south, but also along the dirt roads to the east. These tanks pose a bigger problem. A hill blocks the junction, allowing these tanks to get close to your position before you can fire. They'll be a threat to the Flak 38—it won't be able to withstand much damage. Make any vehicles on these roads a priority, and fire at them immediately when they get within range.



Try to disable these tanks as early as possible, so that the wreckage blocks the road for those coming up behind. This forces the tanks bringing up the rear to ascend the bank of the hill, which has several strategic advantages for you. It slows them down, it exposes their sides, and it makes it difficult for them to aim.

### TIP

If you're feeling overwhelmed in the second wave, and helpless as the Pak 40 takes its sweet time reloading, switch between it and the tank to maximize your cannon power. After firing a shot from the Pak 40, quickly press **>** until the tank is selected, and press **Ctrl** to take control of its guns. Fire the tank's cannon. Now cycle back to the Pak 40 with **<**. Repeat as necessary.



In addition to flipping between the tank and the cannon, switch over to the Flak 38 on occasion and take down the infantry as they escape from the burning tanks. There are two reasons you want to do this. First, the Flak 38 is best against infantry, and it may be targeting tanks, against which it will do less damage. Conversely, you don't want the Pak 40 or the BT-7 targeting soldiers when it is more pressing that they fire upon the tanks. Remember that your units have a tendency to fire upon what they perceive to be the most threatening unit, but often preventative measures are more important.



After this assault is over, you're given your final order: escape to the small road behind you. Remove everyone that is still alive from their vehicles and cannons, and band-select them by pressing **Shift**

and dragging the mouse over all the soldiers. Now click the spot marked on their map, just a short distance behind your post, and your soldiers make their escape.



## Bonus Mission: Mastogne

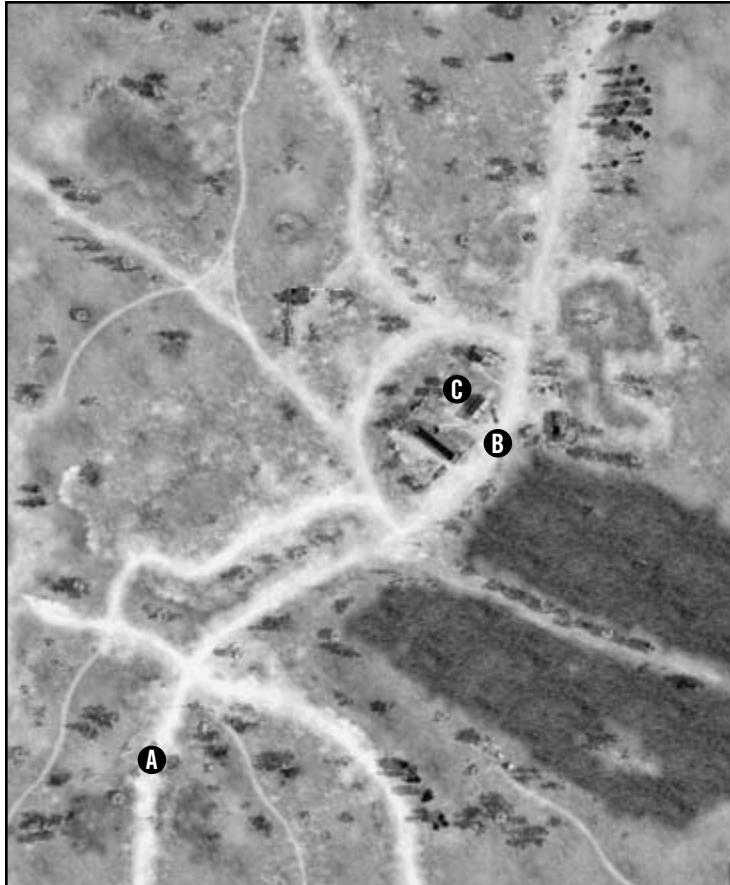


### Mission Objectives

- ★ Report to the reconnaissance unit stationed at the farm
- ★ Repel the German attack

### Units

- ★ M24 Chaffee
- ★ M4A2 Sherman
- ★ M3A1
- ★ Soldiers



**A:** Starting Point

**B:** Farm

**C:** Watertowers

Four of your soldiers stand on a hill, near their Chaffee tank. A few scouts are waiting for them ahead. Select these four soldiers and order them to enter the Chaffee. Once they're inside, drive north along the road to the farmhouse, where you rendezvous with the other members of your team.



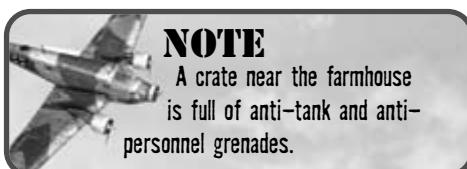
Upon reaching the farmhouse, a scout approaches with dire news: A large group of Germans is making its way toward the farmhouse. You must hold this position and make sure the Germans do not pass. Reinforcements eventually arrive, but for the time being, it's just your Chaffee and these soldiers.

This mission is another tank-to-tank combat mission, though you'll have some variety in the form of the three soldiers and an APC that is headed your way. Keep your Chaffee with its front facing north, and move the soldiers into strategic positions. There are a few woodpiles that make nice cover for them, or you can situate them along the wall at the north border of the farm.

During this first wave, use your soldiers primarily for taking out infantry. You can also have them toss grenades at incoming tanks, but during this first assault you should be concerned with keeping them alive. They'll be more useful after the first wave of



Germans has been defeated, but they'll also be useful in making that happen. You don't want to hide them; simply keep an eye on them to ensure they aren't being massacred.

**NOTE**

A crate near the farmhouse is full of anti-tank and anti-personnel grenades.

Employ your standard tank-to-tank battle tactics for this. Either activate direct control for the Chaffee and try to circle the incoming enemies, or use direct fire to start hitting them as soon as they get into range. The first wave of German attacks (a few medium Panzers and some infantry) isn't tough; keep a close eye out for heavy weapons, because you need the Chaffee to survive this round, and because you'll want to grab them when the first assault is over.



Search the ground for weapons after the incoming Germans have been defeated. Have your soldiers pick up any heavy weapons lying around, then search the nearby bodies for ammunition. Then, order them to climb the northernmost of the two water towers on the west side of the farm. Have them face north with their heavy weapons ready and loaded.

Your first reinforcement vehicle arrives shortly. It's an M3A1, a decent APC with a mounted machine gun. It isn't the best you could have hoped for, but it will have to do. Select the M3A1 and move it up next to the tank. Position it so it gets some protection from the tank. The friendly fire from its gun won't hurt the tank, so don't be afraid of friendly fire.



Before the major second assault begins, some German units will move in from the west. No tanks, just an SdKfz-10/223 and some foot soldiers. Don't hit the vehicle with your heavy weapons. Instead, wait for it to enter the farm area and blast it with the tank, or send the M3A1 to take out the gunner and the driver. Save your heavy weapons ammo for the upcoming wave.

Soon, more German tanks and infantry storm the farm. Use your standard tank-to-tank combat techniques, and switch between your tank and your heavy weapons-wielding soldiers. Use all of your bazooka ammunition during this wave, because you're going to use a different strategy for your soldiers in the third and final assault.



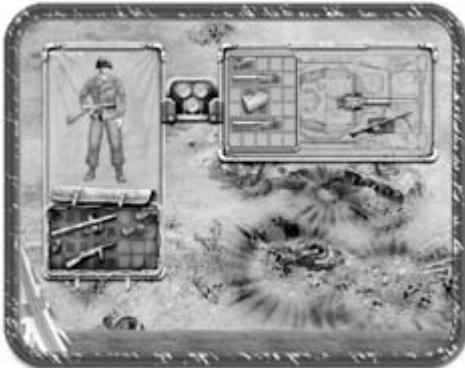
### CAUTION

Be careful that no enemy tanks target the water tower. If they do, it collapses, and any soldiers stationed there fall to their doom.



With the tanks and the heavy weapons focused on incoming vehicles, and the M3A1 attacking incoming infantry, you should survive this second wave without much damage. You'll undoubtedly be a bit bruised, but you don't have a repair kit in either of your vehicles. You may be able to find one, though.

Send one of your infantry out to examine the enemy wreckage. Examine any tanks that haven't been completely destroyed—one of them is bound to have a repair kit. Carry it over to the Chaffee, make your repairs, and drop the kit in its inventory.



Before the next wave of Germans arrives, you receive support in the form of a Sherman. Drive it up and position it next to the other vehicles. Make some reinforcements of your own. Select any surviving soldiers and have them board any tank that still has an operational cannon. If the tank's damage can be repaired, you can do that as well.

Wait for the third assault. They have trouble reaching you, as the road is littered with the smoking scrap metal of demolished tanks. Because of this, have a clear line of sight at the hill to the west and the pond to the east. The tanks are forced to take those two routes, and you don't want them to move out of your firing range. If necessary, move north to make sure you can hit these spots. Once the third wave is defeated, the territory is secured.



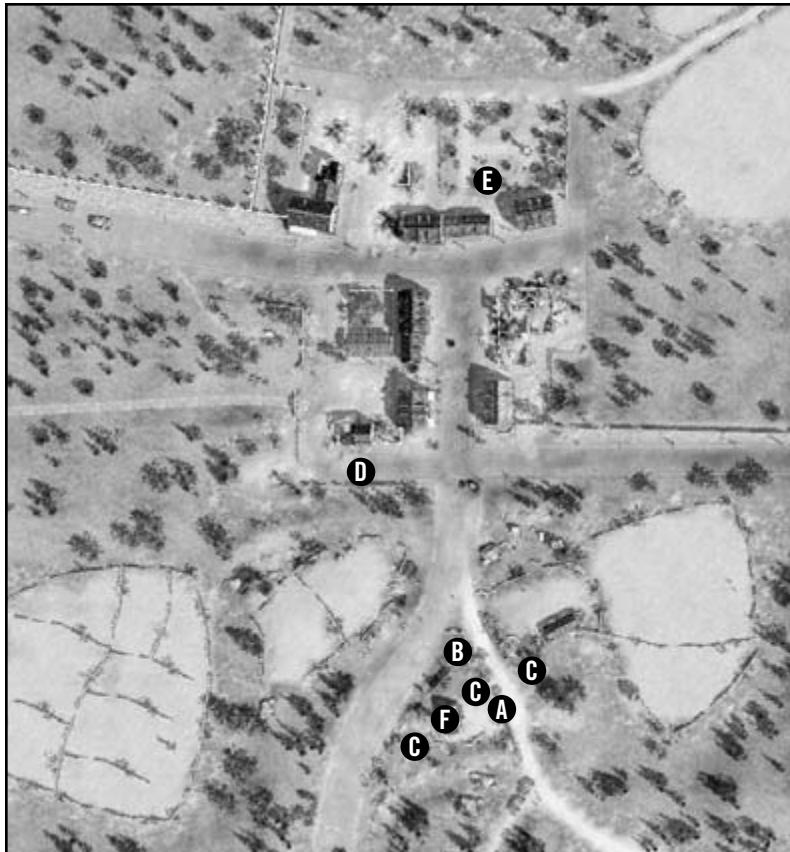
# Bonus Mission: Officer

## Mission Objectives

- ★ Make contact with the soldiers up ahead—they should be able to help out with fuel and ammo for the tank
- ★ Repel all German attacks and hold out until reinforcements arrive
- ★ Find a car and evacuate the colonel
- ★ Neutralize the Nebelwerfer missile launcher
- ★ Clear the town of Germans
- ★ The colonel must survive

## Units

- ★ M4A2 Sherman (2)
- ★ M4A3 Sherman
- ★ Soldiers



**A:** Starting Point

**B:** AT Cannon

**C:** Supply Crate

**D:** Truck

**E:** Nebelwerfer

**F:** The Colonel

You begin this mission with a crew of three soldiers and an M4A2 Sherman. The Sherman is almost out of commission. It's low on fuel and ammunition, and it won't make it much farther, especially if there's opposition around.

Luckily, you made it to this small Allied outpost. The soldiers here may be able to help you get the Sherman up and running again. Select your soldiers and approach the nearby allies.



The soldiers stationed here inform you that they're in a worse predicament than you are. Their colonel has important information for his commanders, but they can't leave the area and a large German force is moving in on their position. Reinforcements are on their way, but the colonel must survive until they arrive. They desperately need your help to hold off their attackers.

The colonel is located in the small house on the hill south of their encampment. Ensure that he says alive for the duration of this mission. If he's killed, you fail the mission.

The Sherman has enough juice to move forward a bit, and enough ammo to fight for a short period of time. Select all three of your soldiers and order them into the tank,



and then drive forward to take position at the house's northeast, on the main road.

German forces move in almost constantly. Tanks, armed vehicles, and infantry continually approach. However, they're forced to move in on the road, making them easier to keep track of. Keep the tank under direct fire, and fire shells at any tanks that come within range.



#### NOTE

If you want more mobility from the Sherman, you may be able to refuel it. Search the disabled German tanks for a fuel can, and then siphon gas from the downed tank. When the can is full, click on the Sherman to fill it.

The resident soldiers act of their own accord, but they'll be able to hold off most of the infantry attacks. Keep your attention focused on vehicles, and only switch to infantry targets if there are no vehicles around, or if you see a German approaching with a launcher.

When the Sherman runs out of ammo, take a different approach. Remove the crew from the tank and send two of them to the AT Cannon near the house. Take your third soldier and search the supply crate to the road's east. Take as much as you can carry. Get the machine gun, Molotov cocktails, RPG 40s, and ammo. Now go take up a position on the front line.



### TIP

There is a crate to the southwest of the house where the colonel is being treated. Inside you'll find plenty of anti-tank and anti-personnel mines. Use these on the road to help ebb the tide of enemies!

As more units come in, keep your attention focused on the soldier with the explosives. Toss RPG 40s at heavier tanks, and use the Molotov cocktails on lighter tanks.

Check the AT Cannon occasionally. It doesn't hold much ammunition, so it may run out during combat. The supply crate near the cannon has shells for it. Send one of the cannon crew over to the crate, and bring the shells over to reload the cannon.

### TIP



To expedite the reloading process, throw all of your equipment into the supply crate. Organize the crate contents so that the shells are at the top, and then click the take all button. Move the shells to the cannon. Continue doing this until the cannon is full or the crate is empty. Don't forget to grab your equipment when you're finished!

The last group of German forces includes two tanks and several infantry. One of the tanks is a heavy Panzer. Be careful when fighting this tank. If the Sherman is still intact, use it against the Panzer, but even that won't be enough. Sneak a soldier around the back of the Panzer and hit the Panzer's rear with an RPG 40. This takes the tank out. Note that an RPG 40 to the turret or the front end hardly scratches it.



As the reinforcements get closer, the German assault gets more intense. The Germans roll out a Nebelwerfer, a powerful missile launcher that does



incredible damage and has an impressive range. This is not good. If a single missile hits the house where the colonel is stationed, the whole mission will be a failure.

Get to that Nebelwerfer and destroy it. You must do it on foot, as all the tanks around are destroyed or depleted.

Select the soldier carrying the Molotovs and RPG 40s. Run north, then turn east at the main road. Do not enter the center of town. There are snipers everywhere. Instead, cut north next to the burned-out building, and use it as cover if need be. You may run into patrolling German forces. Deal with them before proceeding. You should have plenty of explosives, so even a tank is quickly taken down.

The Nebelwerfer sits in a park at the town's north end. If it is heavily guarded, use Molotovs on the vehicles to take them out quickly. Stay outside the wall on the east side so you can drop prone for cover after tossing your Molotovs. Remember to step back when throwing these over the wall, or the cocktails will be on you.

When the Nebelwerfer is vulnerable, throw an RPG 40 at it. One hit does the trick. Now make your way back to the Allied post. Before going all the way, stop by the main road's west side and jump into the abandoned

truck. Note that this truck also contains a couple of Panzerfaust heavy weapons.

Drive the truck to the outpost and park it next to the colonel's hiding spot. He will now be able to evacuate. The reinforcements arrive soon. They are made up of four soldiers, an M3A2 Sherman, and an M3A3 Sherman. Though it might seem like too little, too late, at least the tanks make the final objective easier.



You need to kill all remaining Germans. These will mostly be snipers, so your tanks won't have much to worry about. Drive the Shermans into town up the main road. Check the map, and then level any building with a red dot inside. After killing all the snipers and finishing off any tanks you may have missed before, you've completed the final, and most difficult, bonus mission. Congratulations on a job well done!